BRADYGAMES®
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®

e GUIDE



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Introduction

Welcome to the BradyGames Official e-Guide to *Monster Hunter™ 3 Ultimate*—a co-operative effort with our partners in Japan at Enterbrain.

We've provided all the information you need to become a master hunter, including critical stats on every monster so you can take them down easily and efficiently.

You'll also find details on all locations you visit as a beginning hunter—and where to find the items essential to survival.

If this is your first *Monster Hunter™* game, check out our comprehensive Basics section to familiarize yourself with the layout of the two towns. These locations serve as bases for your hunting adventures. You'll also benefit from a thorough primer on how to use the many weapon types found in the *Monster Hunter* world.

We have assembled a wealth of data for the veteran hunter, including how to build the weapons and armor necessary to zoom through Low-rank missions and move into High-rank, the true test for a Hunter. We also feature a detailed Skill list, all possible item combinations, and a complete guide to earning every Award on your Guild Card.

Let the Hunt Begin!

Monster Hunter Series Timeline

Monster Hunter 3 Ultimate (*MH3U*) is the 10th entry in the mainline *Monster Hunter* series, and the first on the Nintendo 3DS. *MH3U* also marks the first game in the series to be released in North America since 2010's *Monster Hunter™ 3 –Tri–*.

TITLE	SYSTEM	PUBLICATION DATE
Monster Hunter	PlayStation 2	2004
Monster Hunter G (Japan only)	PlayStation 2	2005
Monster Hunter Freedom	PlayStation Portable	2006
Monster Hunter 2 –Dos– (Japan only)	PlayStation 2	2006
Monster Hunter Freedom 2	PlayStation Portable	2007
Monster Hunter Freedom Unite	PlayStation Portable	2009
Monster Hunter 3 –Tri–	Wii	2010
Monster Hunter Portable 3rd (Japan only)	PlayStation Portable	2010
Monster Hunter 3 Ultimate	Nintendo 3DS/Wii U	2013

The Hunter's Story

In *MH3U*, you play as a rookie hunter in Moga Village, a small fishing village in the *Monster Hunter* world. Shortly after arriving, you experience a massive earthquake, thought to be caused by the fearsome lightning wyvern, Lagiacrus.

Your job is to investigate the cause of the earthquakes and, if possible, eliminate the Lagiacrus terrorizing the village. To do this, you must build your skills by hunting weaker monsters in the area, create stronger and stronger equipment by felling ferocious beasts, and become a master hunter capable of taking down the Lagiacrus!

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The Basics of Hunting

Controls

Note: Controls on Wii U Gamepad, Pro Controller, and Wii Classic Controller are the same.

IN TAVERN/VILLAGE

FUNCTION	3DS	WII U
MOVE	CIRCLE PAD	LEFT STICK
INTERACT	A	A

IN FIELD—WEAPON SHEATHED

FUNCTION	3DS	WII U GAMEPAD
MOVE	CIRCLE PAD	LEFT STICK
POINT CAMERA	✣	✣/RIGHT STICK
CROUCH	B	B
ROLL	CIRCLE PAD + B	LEFT STICK + B
USE ITEM	Y	Y
INTERACT	A	A
DRAW WEAPON	X	X
UNSHEATH ATTACK	CIRCLE PAD + X	LEFT STICK + X
RESET CAMERA/POINT TOWARDS ENEMY	L BUTTON	L BUTTON
CYCLE EQUIPPED ITEMS	L BUTTON + Y/A	L BUTTON + Y/A
RUN	CIRCLE PAD + R BUTTON	LEFT STICK + R BUTTON
KICK/TACKLE (UNDERWATER)	TOUCH SCREEN	⊕
SIGNAL CHA-CHA	START/SELECT + X	−, X
SIGNAL KAYAMBA	START/SELECT + Y	−, Y

IN FIELD—WEAPON SHEATHED

FUNCTION	3DS	WII U GAMEPAD
MOVE	CIRCLE PAD	LEFT STICK
POINT CAMERA	✣	✣/RIGHT STICK
CROUCH	B	B
ROLL	CIRCLE PAD + B	LEFT STICK + B
USE ITEM	Y	Y
INTERACT	A	A
DRAW WEAPON	X	X
UNSHEATH ATTACK	CIRCLE PAD + X	LEFT STICK + X
RESET CAMERA/POINT TOWARDS ENEMY	L BUTTON	L BUTTON
CYCLE EQUIPPED ITEMS	L BUTTON + Y/A	L BUTTON + Y/A
RUN	CIRCLE PAD + R BUTTON	LEFT STICK + R BUTTON
KICK/TACKLE (UNDERWATER)	TOUCH SCREEN	⊕
SIGNAL CHA-CHA	START/SELECT + X	−, X
SIGNAL KAYAMBA	START/SELECT + Y	−, Y

IN FIELD—WEAPON DRAWN

FUNCTION	3DS	WII U
MOVE	CIRCLE PAD	LEFT STICK
POINT CAMERA	✣	✣/RIGHT STICK
ROLL	B	B
SHEATHE WEAPON	Y	Y
ATTACK 1	X	X
ATTACK 2	A	A
ATTACK 3	X + A	X + A
GUARD/SPECIAL	R BUTTON	R BUTTON



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The Flow of Hunting

Monster Hunter 3 Ultimate is not a linear game—you have the choice to tackle any Quest available, as long as you're qualified enough! Most Quests start and finish the same, however, and there is a specific flow once one has started and once one has ended.



Step 1

Before going on a Quest, you need to take a Quest from the Guild's Quest counter. Many Quests have a small cost associated with them, which is repaid on successful completion of a Quest.



Step 2

After taking a Quest, you must depart by heading toward the docks in Moga Village or the gate in Tanzia Port. Once you've started a Quest, you can't go to your house or change areas, so make sure you've done all your preparations before taking a Quest.

Step 3

Depending on the type of Quest you've taken, you complete the objective in one of two ways:



To complete a Quest that requires items to be delivered, collect the items and take them to the Red Box in the Base Camp. Once the requested items have been delivered, the Quest is complete.



To complete a Quest where a monster must be defeated or captured, simply capture or defeat the monster! If a Quest requires a monster to be defeated, you can still complete the Quest by capturing the monster.



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Step 4

After you've fulfilled the Quest's objectives, you are given a short amount of time to carve a defeated monster or otherwise gather items. This is usually 60 seconds for defeating a monster and 20 seconds for capturing or delivering goods.

Step 5

Once the Quest Complete message is received, you are taken to the Rewards screen where a set of rewards for completing the Quest are given. You can choose to collect the items and carry them on your person, send them to your Item Box (storage), or sell the items right away. If you wait too long without doing anything, the items are automatically sold. In most cases, you should send everything to your Item Box.





This flow is interrupted if you fail your Quest. There are three ways to fail a Quest:

- REWARD IS DECREASED TO 0Z: Every time your or another player's health is depleted, the Quest's reward decreases, in most cases by 1/3. Once the reward is decreased to zero, the Quest immediately ends in failure.
- TIME EXPIRED: In most cases, you're given 50 minutes to complete a Quest, although this amount can, at times, be lower. Check the remaining time in a Quest by looking at the clock next to your health bar or by checking the Quest Status screen.
- TARGET IS DEFEATED: This only applies to Quests where you must capture a monster. If you defeat the monster before capturing it, you fail the Quest and receive no rewards.



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Combat





Most of your time in the world of *MH3U* is spent locked in combat with one of the many large monsters. You should learn the nuances of combat before attempting to challenge any of these ferocious foes.

Sharpness

One of the most important aspects of combat in *MH3U* is your weapon's Sharpness. You may notice how your weapon occasionally bounces off of a monster. This is because the Sharpness of your weapon is too low to penetrate the monster's hide! Even though they are blunt weapons, the Sharpness of Hammers and Hunting Horns also affects whether or not the weapon bounces off of an enemy.

Monsters often have different degrees of hardness on certain parts of their body. For example, you need a weapon with Blue Sharpness or better to penetrate a Barroth's head, but only a weapon with Green Sharpness to penetrate the rest of its body.



Attacks that bounce off of a monster's body deal less damage than normal, and attacks that bounce cannot be chained—even into a roll! Also, if your attack bounces off of a monster, you'll often find yourself vulnerable to damage. Even if a part on a monster is more vulnerable than the others, you should target areas where your weapon doesn't bounce over the area that suffers the most damage.

If you're having trouble with your attacks bouncing, consider using a Hammer or the Mind's Eye skill. The Mind's Eye skill allows your weapon to never bounce off of an enemy, while the Hammer's level 3 charge attack has Mind's Eye applied to it whether or not you have the skill equipped! Even if you have Mind's Eye, your attacks still do decreased damage when attacking an area that would normally cause your weapon to bounce.

A weapon's Sharpness determines how much damage you do with every attack, as well as how much damage is dealt by Elemental attacks, making it as important of a weapon stat as its standard attack!

This number doesn't affect your total damage, only the damage before computations. You won't quite deal 50% more damage with every hit, but you certainly deal a considerable amount more! You can consider a weapon with Blue Sharpness to have 15% more attack power than a standard weapon. This is something to keep in mind when choosing a weapon to purchase.

SHARPNESS DAMAGE MULTIPLIERS

SHARPNESS	ICON	ATTACK	ELEMENTAL ATTACK
RED		0.5	0.25
ORANGE		0.75	0.50
YELLOW		1.00	0.75
GREEN		1.05	1.00
BLUE		1.20	1.06
WHITE		1.32	1.13
PURPLE		1.44	1.20

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Elemental Attributes

Many weapons, in addition to normal damage, deal additional damage in one of five elements: Fire (FI), Water (WA), Ice (IC), Thunder (LI), and Dragon (DR).

Elemental damage is calculated differently than normal damage. Monsters have specific Elemental weaknesses. Elemental damage is often just as useful as raw damage and matching the right element against the right monster can quickly end a battle.

Abnormal Status Ailments

Some weapons, in place of Elemental damage, can inflict status effects on the enemy. There are three types of status effect, each with its own benefits.

Status effects are not inflicted with the first hit—they must continuously hit an enemy in order to trigger. Each enemy has a different resistance to status effects, so try not to use Poison weapons on a monster that uses Poison.





POISON

Poisoned enemies suffer a fixed amount of damage over a set period of time. This damage is inflicted regardless of the enemies' armor, making it very useful against monsters with thick skin and high defense.

PARALYSIS

Paralyzed enemies are incapacitated for a brief period of time, allowing you and your hunting partners to unload on them without fear of retribution.

SLEEP

An enemy inflicted with Sleep stops and falls asleep. Unlike Paralysis, a sleeping enemy awakens instantly after being hit, so sleeping monsters should be hit with the strongest attack possible. Also, the attack that awakens a sleeping enemy deals extra damage. This means that hitting them with a Barrel Bomb or Level 3 Charge Great Sword attack deals enormous damage!

Affinity

This stat represents your chance of performing a critical attack, as well as how much damage a critical attack deals.

Affinity basically translates directly into extra damage. Weapons with powerful single attacks especially benefit with Affinity, allowing attacks like the charged Greatsword and Hammer attacks to deal even more damage.



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Equipment

In the world of Monster Hunter, monsters only get stronger and stronger, so you must constantly upgrade with newer, more powerful weapons and equipment to fight them.

Equipment comes in two general types: weapons and armor. Both of these have two categories of their own: Blademaster (melee fighter) or Gunner (ranged weapon user).

This section of the guide provides general information on all the weapon types in the game, as well as a primer on how armor and its associated skills function.

Blademaster Weapons

Great Sword

DAMAGE TYPE: CUT

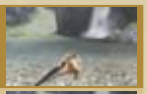
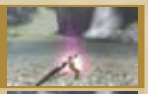
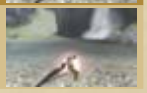
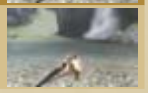


The Great Sword is a slow but incredibly powerful weapon. It's best suited for Hunters who want to patiently pick their spots and finish a monster with a few extremely potent attacks.

When using the Great Sword, primarily focus on hitting with its Level 3 charge attack. This move can be used while the weapon is sheathed; practice this technique to increase mobility.

The Great Sword can guard attacks, but it should only be used as a last resort, since most attacks inflict a great deal of red Health and quickly drain your Stamina.

CHARGE LEVELS

LEVEL 1		LEVEL 3	
LEVEL 2		MISSED	

RECOMMENDED SKILLS

SKILL	FOUND IN:
FOCUS	LAGIACRUS, GIGGINOX U
CRITICAL DRAW	DIABLOS X
PUNISHING DRAW	NIBELSNARF X, DURAMBOROS X
SHARPNESS +1	DAMASCUS X, HELIOS/SELENE Z
QUICK SHEATH	INGOT, DIABLOS X

MOVE LIST

ATTACK	COMMAND	DAMAGE	NOTES
DRAW SLASH	CIRCLE PAD + X	★★☆	WHEN WEAPON IS SHEATHED; CAN BE CHARGED.
RISING SLASH	X + A	★★☆	—
WIDE SLASH	A	★★	—
KICK/TACKLE	R BUTTON + X	☆	—
SWORD SLAP	X AFTER X	★	DEALS IMPACT DAMAGE.
OVERHEAD SLASH	X	★★☆	—
OVERHEAD SLASH (CHARGE LV1)	X(HOLD)	★★★☆	—
OVERHEAD SLASH (CHARGE LV2)	X(HOLD)	★★★★	—
OVERHEAD SLASH (CHARGE LV3)	X(HOLD)	★★★★★	—
CHARGE MISS	X(HOLD)	★★★★	—
CHARGE SLASH	X AFTER SLAP	★★☆	—
CHARGE SLASH (CHARGE LV1)	X(HOLD) AFTER SLAP	★★★☆	—
CHARGE SLASH (CHARGE LV2)	X(HOLD) AFTER SLAP	★★★★	—
CHARGE SLASH (CHARGE LV3)	X(HOLD) AFTER SLAP	★★★★★	—
BLOCKING	R BUTTON	—	—

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Long Sword





DAMAGE TYPE: CUT

The Long Sword is a terrific balance between the immense power of the Great Sword and the mobility of the Sword and Shield. The Long Sword is a great weapon for players familiar with other 3-D action games, looking for more mobility in their weapon.

As you hit enemies with the Long Sword, your Spirit gauge (located underneath your Health and Stamina gauges) fills, giving you access to powerful Spirit slashes. These attacks never bounce off an enemy, making them very useful against enemies with thick hides. When your Spirit gauge fills, you gain an attack boost for a limited time and your Spirit gauge does not drain for 30 seconds. This allows you to perform Spirit slashes without having to worry about your gauge!

If the full 4-attack Spirit combo is performed, you gain an Attack power boost for a few minutes! You can enhance this boost three times (your gauge turns from white to yellow to red), and then extend it by landing the full Spirit combo again.

RECOMMENDED SKILLS

SKILL	FOUND IN:
FOCUS	DIABLOS S, LAGIACRUS S
EVASION +	VOLVIDON, BARIOTH S
SPEED SHARPENING	ALLOY, DAMASCUS X
EARPLUGS/HG EARPLUGS	GIGGINOX, RATH SOUL
SHARPNESS +1	DAMASCUS X, HELIOS/SELENE Z

MOVE LIST

ATTACK	COMMAND	DAMAGE	
DRAW SLASH	CIRCLE PAD + X	★☆	WHEN WEAPON IS SHEATHED.
STEP SLASH	X	★☆	—
STEP SLASH 2	X AFTER X	★	—
THRUST	A	☆	—
UPWARD SLASH	X AFTER A	★	—
FADE SLASH	X + A	★	BRIEF PERIOD OF INVINCIBILITY.
LEFT FADE SLASH	CIRCLE PAD LEFT + X + A	★	BRIEF PERIOD OF INVINCIBILITY.
RIGHT FADE SLASH	CIRCLE PAD RIGHT + X + A	★	BRIEF PERIOD OF INVINCIBILITY.
SPIRIT ROUNDSLASH I (GAUGE EMPTY)	R BUTTON	★	—
SPIRIT ROUNDSLASH I	R BUTTON	★☆	MIND'S EYE EFFECT.
SPIRIT ROUNDSLASH II	R BUTTON AFTER I	★★	MIND'S EYE EFFECT; DAMAGE DECREASED TO ★☆ IN WATER.
SPIRIT ROUNDSLASH III	R BUTTON AFTER II	★★★	MIND'S EYE EFFECT; DAMAGE DECREASED TO ★★☆ IN WATER.
SPIRIT ROUNDSLASH FINISH	R BUTTON AFTER III	★★	MIND'S EYE EFFECT; INCREASES ATTACK IF CONNECTS.
FADE SPIRIT ROUNDSLASH (GAUGE EMPTY)	R BUTTON + X + A	★	—
FADE SPIRIT ROUNDSLASH	R BUTTON + X + A	★☆	MIND'S EYE EFFECT.

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Sword and Shield





DAMAGE TYPE: CUT

The Sword and Shield combines defense with mobility at the expense of attack. Sword and Shield attacks start and finish very quickly and can be cancelled into a roll at any point, allowing you to safely pick away at your enemy.

By itself, it is difficult to kill enemies with the Sword and Shield due to its relatively low damage per hit. Because it hits so often, you should use Elemental and Abnormal Status weapons over raw damage weapons since you are more likely to inflict ailments.

The Sword and Shield can use items while the weapon is drawn, allowing you to defend while healing yourself. When used along with the Wide-Range skill, you can essentially act as a healer, healing your allies while defending yourself!

RECOMMENDED SKILLS

SKILL	FOUND IN:
SPEED SHARPENING	ALLOY, DAMASCUS X
TRAP MASTER	PLESIOTH, HUNTER S
WIDE-RANGE +	YUKUMO, QURUPECO
STATUS ATK +	BNAHABRA, GIGGINOX
SHARPNESS +1	DAMASCUS X, HELIOS/SELENE Z

MOVE LIST

ATTACK	COMMAND	DAMAGE	NOTES
DRAW SLASH	CIRCLE PAD + X	★	WHEN WEAPON IS SHEATHED.
JUMPING SLASH	X + A	★	—
UPWARD SLASH	X AFTER ROLL OR BLOCK	☆	—
CHOP	X	☆	—
UP SLASH COMBO	X AFTER CHOP	★	—
SWORD & SHIELD COMBO	X AFTER UP SLASH COMBO	★☆	FIRST HIT DEALS IMPACT DAMAGE.
ROUNDSLASH	A	★	—
SIDE SLASH	A AFTER S&S COMBO	★	—
LOW TO UP SLASH	A AFTER SIDE SLASH	★	—
SHIELD ATTACK	CIRCLE PAD + A	☆	MIND'S EYE EFFECT.
BACKFIST	A AFTER SHIELD ATTACK	☆	MIND'S EYE EFFECT.
BLOCKING SLASH	A WHILE BLOCKING	☆	—
UPWARD SLASH 2	X AFTER UPWARD SLASH	★	—
OVERHEAD BASH	CIRCLE PAD + A AFTER UPWARD SLASH 2	★	—
ROLLING UPWARD SLASH	A AFTER OVERHEAD BASH	★	—
BLOCK	R BUTTON (HOLD)	—	—
USE ITEM	R BUTTON + Y	—	USES ITEM WITHOUT SHEATHING WEAPON.

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Dual Blades





DAMAGE TYPE: CUT

These twin swords are capable of dealing huge damage very quickly, shredding small and large monsters alike. Dual Blades are great weapons for aggressive players that don't mind constantly being up close and personal with large beasts.

By pressing the R button you can enter Demon mode, which gives you more potent attacks, a quick dashing dodge, and the ultra-powerful Demon Flurry attack at the cost of Stamina. If a large amount of damage is dealt while in Demon mode when your Stamina is depleted, you enter Archdemon mode. This allows you to perform Demon mode attacks and Dashes without spending any Stamina!

RECOMMENDED SKILLS

SKILL	FOUND IN:
MARATHON RUNNER	LUDROTH, PLESIOTH
STAM RECOV UP	NARGACUGA Z, LAGOMBI X
ITEM EFFECT UP	LAGOMBI S, RATH HEART Z
EARPLUGS/HG EARPLUGS	GIGGINOX, RATH SOUL
TRAP MASTER	PLESIOTH, HUNTER S

MOVE LIST

ATTACK	COMMAND	DAMAGE	NOTES
DRAW SLASH (1)	CIRCLE PAD + X	★☆	WHEN WEAPON IS SHEATHED.
BUTTERFLY SLASH (1)	X + A	★☆	—
UPWARD SLASH	X AFTER (1)	★	—
DOUBLE SLASH (2)	X	★	—
DOUBLE UPWARDS SLASH (3)	X AFTER (2)	★	—
FINISH SLASH	X AFTER (3)	★★	—
DOUBLE HORIZONTAL SLASH (4)	A	★	—
RIGHT SPIN SLASH	A AFTER (4)	★☆	NORMAL MODE ONLY.
DOUBLE CUT R BUTTON	A (IN DEMON MODE)	★★★	DEMON MODE ONLY.
LEFT DOUBLE SLASH	CIRCLE PAD LEFT + A	★	—
LEFT SPIN SLASH (5)	A AFTER (5)	★☆	NORMAL MODE ONLY.
DOUBLE CUT (L)	CIRCLE PAD LEFT + A (IN DEMON MODE)	★★★	DEMON MODE ONLY.
DEMON FLURRY	X + A (IN DEMON MODE)	★★★☆	MIND'S EYE EFFECT, DEMON MODE ONLY.
DEMON MODE	R BUTTON	—	—
FADE SPIRIT ROUNDSLASH	R BUTTON + X + A	★☆	MIND'S EYE EFFECT.

ARCHDEMON MODE—ALL ATTACKS IN ARCHDEMON MODE

ATTACK	COMMAND	DAMAGE	NOTES
BUTTERFLY SLASH (1)	X	★☆	—
UPWARD SLASH (2)	X AFTER (1)	★	—
FINISH SLASH (3)	X AFTER (2)	★★	—
QUAD SLASH	X AFTER (3)	★★★	—
ROTOR SLASH (R)	A	★★★	MIND'S EYE EFFECT.
ROTOR SLASH (L)	CIRCLE PAD LEFT + A	★★★	MIND'S EYE EFFECT.
DEMON FLURRY	X + A	★★★★★	MIND'S EYE EFFECT.

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Hammer





DAMAGE TYPE: IMPACT

The Hammer is a weapon meant for players that want to deal as much damage as possible in only a few attacks. Much like the Great Sword, the Hammer is based around Charge attacks. Unlike the Great Sword, you can move while charging the Hammer, making it easier to score a big hit.

The Hammer is also one of the few weapons that can deal Impact damage, allowing it to dizzy enemy monsters and break certain monster parts, like Barroth's head! When using the Hammer, try to aim for the head whenever possible.

RECOMMENDED SKILLS

SKILL	FOUND IN:
MARATHON RUNNER	LUDROTH, PLESIOTH
KNOCKOUT KING	BONE, DIABLOS Z
STAMINA THIEF	ARZUROS S, DIABLOS U
STAM RECOV UP	NARGACUGA Z, LAGOMBI X
TREMOR RES	VOLVIDON, DIABLOS

MOVE LIST

ATTACK	COMMAND	DAMAGE	NOTES
DRAW SMASH	CIRCLE PAD + X	★	WHEN WEAPON IS SHEATHED; ★★ DAMAGE UNDERWATER.
GROUND SMASH 1 (1)	X	★★	—
GROUND SMASH 2 (2)	X AFTER (1)	★	—
SIDE SMASH (1)	A	★	—
UPPERCUT	X AFTER (2)	★★★★☆	MIND'S EYE EFFECT.
WIND UP ATTACK 1 (3)	R BUTTON(RELEASE)	★☆	—
WIND UP ATTACK FOLLOW-UP	X AFTER (3)	★	—
WIND UP ATTACK 2	R BUTTON(RELEASE)	★★	MIND'S EYE EFFECT.
WIND UP ATTACK 3	R BUTTON(RELEASE)	★★★★☆	MIND'S EYE EFFECT.
SPINNING ATTACK (4)	CIRCLE PAD + R BUTTON(RELEASE)	★★★☆	MIND'S EYE EFFECT.
SPINNING ATTACK FINISH 1	X AFTER 2-3 ROTATIONS OF (4)	★★★	MIND'S EYE EFFECT.
SPINNING ATTACK FINISH 2	X AFTER 4-5 ROTATIONS OF (4)	★★★★☆	MIND'S EYE EFFECT.
SPINNING ATTACK FINISH 3	NO INPUT AFTER (4)	★★	MIND'S EYE EFFECT.

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Hunting Horn





DAMAGE TYPE: IMPACT

The Hunting Horn is a unique weapon that can buff your partners and debuff your enemies without using any items! The Hunting Horn is also one of the two weapons that constantly deals Impact damage, allowing it to dizzy enemies.

Each Hunting Horn has three notes attached to it, which determine what buffs and debuffs it can apply. Each Hunting Horn attack plays a note and, once enough notes have been played, can bestow a buff by performing the combined notes.

RECOMMENDED SKILLS

SKILL	FOUND IN:
HORN MAESTRO	BONE, QURUPECO
KNOCKOUT KING	BONE, DIABLOS Z
WEAKNESS EXPLOIT	LAGIACRUS S, SILVERSOL
STAMINA THIEF	ARZUROS S, DIABLOS U
AWAKEN	DURAMBOROS Z, HELIOS/SELENE X

MOVE LIST

ATTACK	COMMAND	DAMAGE	NOTES
DRAW SMASH (1)	CIRCLE PAD + X	★☆	WHEN WEAPON IS SHEATHED.
OVERHEAD SMASH	CIRCLE PAD + X	★☆	—
LEFT SWING (2)	X	★☆	—
RIGHT SWING (3)	A	★☆	—
REPEAT ATTACK (4)	X + A AFTER (3)	☆	—
FULL SMASH (5)	CIRCLE PAD + X + A	★★★	MIND'S EYE EFFECT.
BACKWARD STRIKE	X + A	★★☆	—
PERFORM (FORWARD)	R BUTTON AFTER (1)	★	MIND'S EYE EFFECT.
PERFORM AGAIN	R BUTTON AFTER R BUTTON	★★	MIND'S EYE EFFECT.
PERFORM (LEFT SWING)	CIRCLE PAD LEFT + R BUTTON AFTER R BUTTON	★★	MIND'S EYE EFFECT.
PERFORM (BACKWARD) (6)	R BUTTON AFTER (4) & (5)	★☆	MIND'S EYE EFFECT.
HEAVY ATTACK TO PERFORM (BACKWARD)	CIRCLE PAD LEFT + R BUTTON AFTER (6)	★★★☆	MIND'S EYE EFFECT.
HEAVY ATTACK TO PERFORM	R BUTTON AFTER (2) & (3)	★☆	MIND'S EYE EFFECT.
FADE SPIRIT ROUNDSLASH (GAUGE EMPTY)	R BUTTON + X + A	★	—
FADE SPIRIT ROUNDSLASH	R BUTTON + X + A	★☆	MIND'S EYE EFFECT.

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HORN MELODIES

NOTE									
1	2	3	MELODY 1	MELODY 2	MELODY 3	MELODY 4	MELODY 5	MELODY 6	MELODY 7	MELODY 8
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪: Attack Boost (S)	♪♪♪: Health Boost (S)	♪♪♪:Wind Pressure/Currents Negated (S)	♪♪♪: Defense Boost (S)	—	—	—
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪♪: Attack Boost (L)	♪♪♪♪: Health Boost (L)	♪♪♪:Wind Pressure/Currents Negated (S)	♪♪♪♪: Defense Boost (L)	—	—	—
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪: Attack Boost (S)	♪♪♪: Health Recovery (S)	♪♪♪♪: Recovery Speed Up (S)	—	—	—	—
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪♪: Attack Boost (L)	♪♪♪: Health Recovery (S)	♪♪♪♪: Recovery Speed Up (L)	—	—	—	—
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪: Attack Boost (S)	♪♪♪♪: Hearing Protection (S)	♪♪♪: Cold Cancel	♪♪♪: Heat Cancel	♪♪♪: Snow/ Mud Negated	—	—
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪♪: Attack Boost (L)	♪♪♪♪: Hearing Protection (S)	♪♪♪: Cold Cancel	♪♪♪: Heat Cancel	♪♪♪: Snow/ Mud Negated	—	—
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪: Attack Boost (S)	♪♪♪: Sonic Waves	♪♪♪: Fire Resistance Boost (S)	—	—	—	—
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪: Attack Boost (S)	♪♪♪: Attack Boost (S)	♪♪♪: Attack Boost (S)	♪♪♪: Sonic Waves	♪♪♪: Fire Resistance Boost (L)	—	—
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪: Negate Stamina Use (S)	♪♪♪: Wind Pressure/Currents Negated (S)	♪♪♪: Health Recovery (S)	♪♪♪♪: Health Recovery (S) & Antidote	♪♪♪: Defense Boost (S)	—	—
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪♪: Negate Stamina Use (L)	♪♪♪: Wind Pressure/Currents Negated (S)	♪♪♪: Health Recovery (S)	♪♪♪♪: Health Recovery (L) & Antidote	♪♪♪♪: Defense Boost (L)	—	—
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪: Negate Stamina Use (S)	♪♪♪: Wind Pressure/Currents Negated (S)	♪♪♪: Snow/ Mud Negated	♪♪♪: Psychic	♪♪♪: Defense Boost (S)	—	—
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪♪: Negate Stamina Use (L)	♪♪♪: Wind Pressure/Currents Negated (S)	♪♪♪: Negate Stun	♪♪♪: Snow/ Mud Negated	♪♪♪: Psychic	♪♪♪♪: Defense Boost (L)	—
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪: Negate Stamina Use (S)	♪♪♪: Defense Boost (S)	♪♪♪: Ice Resistance Boost (S)	♪♪♪: Sonic Waves	—	—	—
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪♪: Wind Pressure/Currents Negated (L)	♪♪♪: Negate Stamina Use (L)	♪♪♪♪: Defense Boost (L)	♪♪♪: Ice Resistance Boost (L)	♪♪♪: Sonic Waves	—	—
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪: Health Recovery (S)	♪♪♪♪: Health Recovery (M) + Deodorant	♪♪♪♪: Hearing Protection (S)	♪♪♪: Snow/ Mud Negated	—	—	—
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪: Health Recovery (S)	♪♪♪♪: Health Recovery (L)	♪♪♪♪: Hearing Protection (L)	♪♪♪: Snow/ Mud Negated	—	—	—
♪	♪	♪	♪♪]: Movement Speed Up	♪♪♪: Health Recovery (S)	♪♪♪: Recovery Speed Up (S)	♪♪♪: Sonic Waves	♪♪♪: Thunder Resistance Boost (S)	—	—	—
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪: Health Recovery (S)	♪♪♪: Recovery Speed Up (S)	♪♪♪♪: Diving Protection	♪♪♪: Sonic Waves	♪♪♪: Thunder Resistance Boost (L)	♪♪♪♪: Elemental Attack Boost	—
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪: Snow/ Mud Negated	♪♪♪: Negate Paralysis	♪♪♪: Tremor Resistance	♪♪♪♪: Elemental Attack Boost	♪♪♪: Water Resistance Boost (S)	♪♪♪: Dragon Resistance Boost (S)	♪♪♪: Sonic Waves
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪: Snow/ Mud Negated	♪♪♪: Negate Paralysis	♪♪♪: Tremor Resistance	♪♪♪♪: Elemental Attack Boost	♪♪♪: Water Resistance Boost (L)	♪♪♪: Dragon Resistance Boost (L)	♪♪♪: Sonic Waves
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪: Melody Durations Extended	♪♪♪♪: Attack Boost (L)	♪♪♪♪ : Knockback Protection	—	—	—	—
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪♪: Attack & Defense Boost (S)	♪♪♪♪: Attack & Defnese Boost (S)	♪♪: Wind Pressure/Currents Negated (L)	♪♪♪♪: Negate Stamina Use (L)	♪♪♪♪: Defense Boost (L)	—	—
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪♪ : Affinity Up & Health Recovery (S)	♪♪♪♪: Hearing Protection (L)	♪♪♪: Health Recovery (S)	—	—	—	—
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪♪: Abnormal Status Attack Boost	♪♪♪♪: Abnormal Status Negated	♪♪♪♪: Diving Protection	♪♪♪]: Snow/ Mud Negated	—	—	—
♪	♪	♪	♪♪: Movement Speed Up	♪♪♪: Blight Resistance Boost	♪♪♪♪: Elemental Attack Boost	♪♪♪♪: Blights Negated	♪♪♪: Sonic Waves	♪♪♪♪: Hearing Protection (S) & Wind Pressure/Currents Negated (S)	—	—

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Lance





DAMAGE TYPE: CUT

If you want immaculate defense but also extreme attack power, look no further than the Lance. It can defend most attacks without taking any red Life and is also capable of dealing tremendous damage to enemies that try to attack.

The Lance's counterattacks allow you to block an attack and immediately strike back, dealing damage while on defense! By tilting the Circle Pad toward your enemy and pressing X, you charge toward your opponent while blocking, absorb their attack, and gain position to punish them!

RECOMMENDED SKILLS

SKILL	FOUND IN:
GUARD +	BARROTH, AGNAKTOR U
GUARD UP	INGOT, AGNAKTOR U
EVASION +	BARIOTH, NARGACUGA
CONSTITUTION +	BARIOTH S, AGNAKTOR S
WEAKNESS EXPLOIT	LAGIACRUS, SILVERSOL

MOVE LIST

ATTACK	COMMAND	DAMAGE	NOTES
DRAW SLASH	CIRCLE PAD + X	★☆	WHEN WEAPON IS SHEATHED.
MID-THRUST 1	X	★	—
MID-THRUST 2 (1)	X	★	—
MID-THRUST 3	X AFTER (1)	★☆	—
HIGH THRUST 1	A	★	—
HIGH THRUST 2 (1)	A	★	—
HIGH THRUST 3	A AFTER (1)	★☆	—
SLASH	X + A	★	—
CANCEL THRUST	R BUTTON + A	★	COUNTERS ATTACKS; MIND'S EYE EFFECT ON SUCCESSFUL COUNTER.
COUNTER THRUST	R BUTTON + A (HOLD)	★★☆	—
DASH ATTACK (2)	X + A WHILE GUARDING	★	DEPLETES STAMINA.
FINISHING BLOW	X AFTER (2)	★★	MIND'S EYE EFFECT.
BLOCKING THRUST	X WHILE GUARDING	★	—
SHIELD BASH	CIRCLE PAD + X WHILE GUARDING	☆	MIND'S EYE EFFECT, IMPACT DAMAGE.

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Gunlance





DAMAGE TYPE: CUT

Much like the Lance, the Gunlance is a great defensive weapon that is still an offensive powerhouse. Instead of focusing on precise attacks, the Gunlance is more interested in blowing away enemies with extreme force.

The Gunlance's most potent attack is its WyvernFire maneuver, which trades a large amount of Sharpness for an immensely powerful explosive attack! WyvernFire can only be used every so often. Feel free to unleash it whenever you can so it can recover sooner!

RECOMMENDED SKILLS

SKILL	FOUND IN:
GUARD +	BARROTH, AGNAKTOR U
ARTILLERY NOVICE/EXPERT	RHENOPLOS, URAGAAN U
RAZOR SHARP	WROGGI, AGNAKTOR
SPEED SHARPENING	ALLOY, DAMASCUS X
LOAD UP	—

MOVE LIST

ATTACK	COMMAND	DAMAGE	NOTES
DRAW SLASH	CIRCLE PAD + X	★☆	WHEN WEAPON IS SHEATHED.
DASH UPWARD THRUST	CIRCLE PAD + X	★☆	—
FORWARD THRUST	X	★	—
RISING SLASH	X + A	★☆	—
UPWARD THRUST	X WHILE BLOCKING	★	—
OVERHEAD STRIKE (1)	X AS THIRD ATTACK	★★	MIND'S EYE EFFECT.
FIRING	A	WEAPON DEPENDENT	—
CHARGE FIRING	A(HOLD)	WEAPON DEPENDENT	—
BURST FIRE	A AFTER (1)	WEAPON DEPENDENT	—
WYVERNFIRE	X + A AFTER (1)	WEAPON DEPENDENT	MOVE CIRCLE PAD TO AIM SHOT.

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Switch Axe





DAMAGE TYPE: CUT

The Switch Axe can change from Axe to Sword at the press of a button. In Axe mode, movement speed is slower but attacks can be performed quickly and chained together infinitely.

Sword mode is limited by the gauge located underneath the Health gauges. It is immensely powerful, dealing tons of damage in a limited time. While in this mode, you can unleash an attack that expends your Sword gauge into one explosive attack dealing enormous damage!

RECOMMENDED SKILLS

SKILL	FOUND IN:
EVASION +	VOLVIDON, BARIOTH S
EVADE EXTENDER	LAGOMBI, BARIOTH Z
FOCUS	DIABLOS S, LAGIACRUS S
RAZOR SHARP	WROGGI, AGNAKTOR
SPEED SHARPENING	ALLOY, DAMASCUS X

MOVE LIST

ATTACK	COMMAND	DAMAGE	NOTES
DRAW SLASH	CIRCLE PAD + Ⓧ (AXE MODE)	★	WHEN WEAPON IS SHEATHED.
AXE: OVERHEAD SLASH	Ⓧ (AXE MODE)	★★☆	—
AXE: SIDE SLASH	Ⓐ (AXE MODE)	★	—
AXE: RISING SLASH (1)	Ⓧ + Ⓐ (AXE MODE)	★☆	—
AXE: HACK 'N' SLASH	Ⓐ REPEATEDLY AFTER (1) (AXE MODE)	★	CAN REPEAT UNTIL STAMINA IS DRAINED.
AXE: FORWARD SLASH	CIRCLE PAD + Ⓧ (AXE MODE)	★	—
SWORD: MORPH SLASH	R BUTTON (AXE MODE)	★	—
SWORD: SWORD DRAW SLASH	R BUTTON + Ⓧ + Ⓐ	★	WHEN WEAPON IS SHEATHED, MIND'S EYE EFFECT WHEN GAUGE IS YELLOW OR ABOVE.
SWORD: OVERHEAD SLASH	Ⓧ (SWORD MODE)	★☆	MIND'S EYE EFFECT WHEN GAUGE IS YELLOW OR ABOVE.
SWORD: SIDE SLASH	Ⓐ (SWORD MODE)	★☆	MIND'S EYE EFFECT WHEN GAUGE IS YELLOW OR ABOVE.
SWORD: UPWARD SLASH	Ⓧ AFTER ROLL (SWORD MODE)	★☆	MIND'S EYE EFFECT WHEN GAUGE IS YELLOW OR ABOVE.
AXE: MORPH SLASH	R BUTTON (SWORD MODE)	★☆	MIND'S EYE EFFECT WHEN GAUGE IS YELLOW OR ABOVE.
SWORD: ELEMENT DISCHARGE THRUST (2)	Ⓧ + Ⓐ (SWORD MODE)	★☆	MIND'S EYE EFFECT.
SWORD: ELEMENT DISCHARGE THRUST REPEAT (3)	Ⓧ REPEATEDLY AFTER (2) (SWORD MODE)	☆	MIND'S EYE EFFECT.
SWORD: ELEMENT DISCHARGE THRUST QUICK FINISH	CIRCLE PAD + Ⓧ REPEATEDLY AFTER (3) (SWORD MODE)	★★☆	MIND'S EYE EFFECT, CANNOT CUT TAILS, RETURNS TO AXE MODE.
SWORD: ELEMENT DISCHARGE THRUST FINISH	Ⓧ REPEATEDLY AFTER (3) (SWORD MODE)	★★★★	MIND'S EYE EFFECT, CANNOT CUT TAILS, RETURNS TO AXE MODE.

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Gunner Weapons

Bowgun





DAMAGE TYPE: BULLET

Bowguns are ranged weapons that allow you to attack enemies from a distance. Bowguns, while dealing less damage in general than melee weapons, can constantly fire at an enemy (no matter where they are). This gives Bowguns great damage capability overall.

There are two types of Bowguns, each with its own advantages and disadvantages. The Light Bowgun features much greater mobility but is weaker than the Heavy Bowgun. Like its name indicates, the Heavy Bowgun has much greater offensive power, has the capability to block, and can enter into crouch mode where it can unload large quantities of special ammo without needing to reload. All this comes at a movement price. Your Hunter moves very slowly with a Heavy Bowgun, making escaping enemy attacks difficult if you weren't already prepared.

Before selecting a Bowgun, try each one of them out and see if you prefer speedy movement or extreme power.

RECOMMENDED SKILLS—LIGHT BOWGUN

SKILL	FOUND IN:
ANY SHOT UP	ALLOY, LAGIACRUS & MORE
LOAD UP	DURAMBOROS Z, BARIOTH Z
WEAKNESS EXPLOIT	LAGIACRUS S, SILVERSOL
EVADE EXTENDER	LAGOMBI, BARIOTH Z
GUTS	DEADEYE, DURAMBOROS Z

RECOMMENDED SKILLS—HEAVY BOWGUN

SKILL	FOUND IN:
ANY SHOT UP	ALLOY, INGOT & MORE
RELOAD SPEED+	ALLOY S, DIABLOS U
RECOIL DOWN+	INGOT S, DIABLOS Z
EVADE EXTENDER	LAGOMBI, HELIOS Z
TRAP MASTER	PLESIOTH, HUNTER S

MOVE LIST

CONTROL	COMMAND
RELOAD	X
FIRE	A
CHANGE AMMO TYPE	L BUTTON THEN Y/B
CROUCH (HEAVY ONLY)	X + A
GUTS	DEADEYE, DURAMBOROS Z

Bow

DAMAGE TYPE: BULLET

Much like the Bowgun, the Bow is a ranged weapon capable of fighting enemies from long range. You don't have to reload a Bow, but it is incapable of equipping different ammunition types. Instead, different Coatings can be applied to your Bow, which give your arrows unique effects such as poison, paralysis, or simply added power.

The Bow can add on to its damage by using powerful charge attacks. The type of the attack performed when a shot is fully charged changes, depending on the Bow. Try each one of these special attacks and see which you prefer.





RECOMMENDED SKILLS

SKILL	FOUND IN:
FOCUS	GIGGINOX U, LAGIACRUS X
STAM RECOV UP	NARGACUGA Z, LAGOMBI X
MARATHON RUNNER	LUDROTH, PLESIOTH
ANY ELEMENT ATTACK UP	AGNAKTOR, LUDROTH X & MORE
ANY SHOT UP	WROGGI, AGNAKTOR & MORE

MOVE LIST

CONTROL	COMMAND
MELEE ATTACK	A/R BUTTON + X + A
MELEE ATTACK 2	A
FIRE ARROW	X
SPECIAL ARROW	X(HOLD)
ARC SHOT	X(HOLD), THEN A
EQUIP COATING	X + A

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Armor

You won't become the greatest Hunter in the world with weapons alone. You also need to constantly craft new armor to sustain attacks from stronger monsters.

In most cases, armor comes in sets of five pieces: head, torso, arms, legs, and feet. There are some armor sets that do not have a full set of five pieces. Most armor can only be equipped by either Blademaster or Gunner weapon users, so be sure to purchase the correct set of armor for your preferred weapon class.

Each large monster has an associated armor set with it. After defeating a large monster, head to the Smithy and check out the available armor and see if there's anything you can use!

Armor pieces also have associated elemental weaknesses and strengths, usually tied to the monster they came from. For example, the Great Jaggi is very weak to fire and so is his armor! If you think you're taking more damage than you should from an enemy, check your elemental defense and think about changing armor!

Talismans and Decorations

In addition to armor series, there are two ways you can enhance the Skill points on your armor: Talismans and Decorations.

Talismans are additional equipment you can equip that don't provide any defense, but do offer extra Skill points. While Talismans are completely valuable, it can be very difficult to get the Talisman you want as after discovering a Talisman the Talisman you receive is completely random! Strive to collect pages full of Talismans so you're ready to activate the Skill you want.

Decorations are items that can be attached onto Armor to increase or decrease the Skill points given by the armor. You can use Decorations to earn extra points in a Skill you can't quite earn or add more points to a Skill and enhance its abilities. To create and apply Decorations to armor, head over to the Smithy.

Each Decoration requires a Jewel of various qualities ,as well as monster parts or other items to create. Each Decoration also occupies a certain number of Slots—a 2-Slot decoration will only fit into a piece of Armor with two or three open slots and cannot fit onto two pieces of Armor with one open slot each.

The Decorations List has the following information:

Name: Name of the Decoration.

Village/Tavern: The earliest ★ ranking you can earn the materials required to create a Decoration in both the Village and Tavern. Some items can only be earned in Village Quests while others require you to play in the Tavern. Other items can only be earned after reaching a certain HR ranking or through downloadable (DLC) Quests.

Added Skill/+: What Skill points are added whenever the Decoration is applied.

Subtracted Skill/-: What Skill points, if any, are subtracted whenever the Decoration is applied. Some Decorations do not subtract Skill points.

Slots: How many open Slots are required to apply the Decoration onto a piece of armor.

Requirements: What items you need to create the Decoration.

Rarity: The Rarity ranking number of the Decoration.

DECORATONS LIST

NAME	VILLAGE	TAVERN	ADDED SKILL	+	SUBTRACTED SKILL	-	SLOTS	REQUIREMENTS	RARITY
Antidote Jewel 1	★3	★2	Poison	1	Stun	-1	1	Aquaglow Jewel x1, Wroggi Hide x2	4
Antidote Jewel 2	★3	★2	Poison	3	Stun	-1	2	Aquaglow Jewel x1, G.Wroggi Brace x2, Screamer x2	5
Antidote Jewel 2	★6	★3	Poison	3	Stun	-1	2	Bloodrun Jewel x1, Toxin Sac x1	5
Paralysis Jwl 1	★1	★1	Paralysis	1	Poison	-1	1	Aquaglow Jewel x1, Bnahabra Shell x2	4
Paralysis Jwl 2	★5	★2	Paralysis	3	Poison	-1	2	Sunspire Jewel x1, Volvidon Claw x2, Monster Fluid x2	5
Paralysis Jwl 2	★7	★3	Paralysis	3	Poison	-1	2	Bloodrun Jewel x1, Omniplegia Sac x1	5
Pep Jewel 1	★4	★1	Sleep	1	Mud/Snow	-1	1	Aquaglow Jewel x1, Baggi Hide x2	4
Pep Jewel 2	★4	★2	Sleep	3	Mud/Snow	-1	2	Sunspire Jewel x1, King's Crest x1, Warm Pelt x2	5
Pep Jewel 2	★7	★4	Sleep	3	Mud/Snow	-1	2	Bloodrun Jewel x1, Coma Sac x1	5
Steadfast Jwl 1	★1	★1	Stun	1	Paralysis	-1	1	Aquaglow Jewel x1, Bird Wyvern Fang x3	4
Steadfast Jwl 1	★2	★1	Stun	2	—	—	1	Aquaglow Jewel x1, King's Frill x1, Arzuros Pelt x2	4
Steadfast Jwl 1	★6	★3	Stun	2	—	—	1	Bloodrun Jewel x1, G.Jaggi Hide+ x2	4
Tracker Jewel 1	★2	★1	Mud/Snow	1	Sleep	-1	1	Aquaglow Jewel x1, Rhenoplos Shell x2	4
Trekker Jewel 1	★5	★2	Mud/Snow	2	—	—	1	Sunspire Jewel x1, Volvi Rickrack x1, Pelagicite Ore x2	4
Sterile Jewel 1	★2	★1	Antiseptic	1	Sense	-1	1	Aquaglow Jewel x1, Hydro Hide x2	4
Aseptic Jewel 1	★3	★1	Antiseptic	2	—	—	1	Aquaglow Jewel x1, Spongy Hide x1, Earth Crystal x2	4
Def Lock Jewel 1	★1	★1	Def Lock	2	—	—	1	Aquaglow Jewel x1, Adamant Seed x2, Catalyst x2	4
Dungmaster Jwl 1	★1	★1	Dungmaster	2	—	—	1	Aquaglow Jewel x1, Dung Bomb x2	4
Biology Jewel 1	—	★6	Biology	1	Sense	-1	1	Adamant Orb x1, Volvidon Talon x2	4
Microbio Jewel 1	—	★7	Biology	2	—	—	1	Adamant Orb x1, Volvidon Talon x1, Brach Ebonshell+ x1	4
Attack Jewel 1	★1	★1	Attack	1	Defense	-1	1	Aquaglow Jewel x1, Jaggi Scale x2, Might Seed x1	4
Attack Jewel 2	★4	★1	Attack	3	Defense	-1	2	Sunspire Jewel x1, Rath Talon x2, Demondrug x1	5
Attack Jewel 3	★8	★4	Attack	5	Defense	-1	3	Bloodrun Jewel x1, Barioth Claw+ x1, Mega Demondrug x2	6
Defense Jewel 1	★2	★1	Defense	1	Attack	-1	1	Aquaglow Jewel x1, Arzuros Shell x1, Adamant Seed x2	4
Defense Jewel 2	★5	★2	Defense	3	Attack	-1	2	Sunspire Jewel x1, Uragaan Shell x2, Armorskin x2	5

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NAME	VILLAGE	TAVERN	ADDED SKILL	+	SUBTRACTED SKILL	-	SLOTS	REQUIREMENTS	RARITY
Defense Jewel 2	★6	★3	Defense	3	Attack	-1	2	Bloodrun Jewel x1, Arzuros Brace+ x1, Mega Armorskin x2	5
Vitality Jewel 1	★1	★1	Health	2	—	—	1	Aquaglow Jewel x1, Dragon Toadstool x2	4
Recovery Jewel 1	★1	★1	Rec. Speed	1	Eating	-1	1	Aquaglow Jewel x1, Jaggi Hide x2	4
Recovery Jewel 2	★4	★2	Rec. Speed	3	Eating	-1	2	Sunspire Jewel x1, Gigginox Hide x1, Pale Extract x2	5
Recovery Jewel 2	★7	★4	Rec. Speed	3	Eating	-1	2	Bloodrun Jewel x1, G.Baggi Hide+ x2	5
Protection Jwl 1	★4	★1	Protection	1	—	—	1	Sunspire Jewel x1, Rathian Shell x2	4
Asylum Jewel 1	★7	★5	Protection	2	—	—	1	Lazurite Jewel x1, P.Rath Carapace x2, Commendation x1	4
Sheath Jewel 1	★1	—	Sheathing	1	Sharpener	-1	1	Aquaglow Jewel x1, Humspun Conch x1, Altaroth Stomach x1	4
Sheath Jewel 1	—	★3	Sheathing	1	Sharpener	-1	1	Bloodrun Jewel x1, Jaggi Scale+ x1, Pinnacle Coin x1	4
Sheath Jewel 2	★8	★4	Sheathing	3	Sharpener	-1	2	Bloodrun Jewel x1, Diablos Carapace x1, Quality Sac x2	5
Charger Jewel 1	★5	★2	FastCharge	1	Constitution	-1	1	Sunspire Jewel x1, Nibelsnarf Claw x1, Barroth Ridge x2	4
Charger Jewel 1	★8	★4	FastCharge	1	Constitution	-1	1	Bloodrun Jewel x1, Diablos Carapace x2	4
Charger Jewel 3	★9	★5	FastCharge	4	Constitution	-2	3	Lazurite Jewel x1, Mohran Carapace x1, S.Bari Carapace x2	6
Expert Jewel 1	★1	★1	Expert	1	Dragon Res	-1	1	Aquaglow Jewel x1, Sharpened Fang x2, Iron Ore x1	4
Expert Jewel 2	★5	★2	Expert	3	Dragon Res	-1	2	Sunspire Jewel x1, Rathalos Tail x1, G.Baggi Claw x2	4
Expert Jewel 2	★6	★3	Expert	3	Dragon Res	-1	2	Bloodrun Jewel x1, R.Ludroth Scale+ x2	6
Expert Jewel 3	★9	★5	Expert	5	Dragon Res	-1	3	Lazurite Jewel x1, I.Lagi Hide+ x1, Nibel Carapace x2	4
Tenderizer Jwl 1	★5	★2	Tenderizer	1	Health	-1	1	Sunspire Jewel x1, Rathalos Webbing x1, Rathian Spike x1	5
Tenderizer Jwl 1	★8	★3	Tenderizer	1	Health	-1	1	Bloodrun Jewel x1, Rathalos Scale+ x2	5
Tenderizer Jwl 3	★9	★5	Tenderizer	4	Health	-2	3	Lazurite Jewel x1, Deviljho Fang x1, Rathalos Ruby x1	6
Destroyer Jwl 1	★5	★2	Destroyer	1	Expert	-1	1	Sunspire Jewel x1, Duramboros Hump x1, Duramboros Shell x2	4
Destroyer Jwl 1	★8	★4	Destroyer	1	Expert	-1	1	Bloodrun Jewel x1, Hard Mossplate x2	4
Destroyer Jwl 3	★7	★5	Destroyer	4	Expert	-2	3	Lazurite Jewel x1, Mohran Brace+ x1, Rathian Ruby x1	6
KO Jewel 1	★4	★1	KO	1	FastCharge	-1	1	Sunspire Jewel x1, Monster Bone+ x2, Rhenoplos Scalp x1	4
KO Jewel 2	★5	★2	KO	3	FastCharge	-1	2	Sunspire Jewel x1, Diablos Ridge x2, Blossom Cricket x2	5
KO Jewel 2	★6	★3	KO	3	FastCharge	-1	2	Bloodrun Jewel x1, Stoutbone x2	5
Drain Jewel 1	★3	★1	Stam Drain	1	Stamina	-1	1	Aquaglow Jewel x1, Barroth Claw x1, Monster Bone M x1	4
Drain Jewel 2	—	★5	Stam Drain	3	Stamina	-1	2	Lazurite Jewel x1, Nargacuga Tailspike x2, Piscine Coin x1	5
Drain Jewel 2	—	★6	Stam Drain	3	Stamina	-1	2	Adamant Orb x1, Barroth Talon x1	5
Physique Jewel 1	★3	★2	Constitution	1	Stamina	-1	1	Aquaglow Jewel x1, King's Beak x1, Wroggi Scale x2	4
Physique Jewel 1	★8	★4	Constitution	1	Stamina	-1	1	Bloodrun Jewel x1, Barioth Pelt+ x2	4
Physique Jewel 2	★8	★5	Constitution	3	Stamina	-1	2	Lazurite Jewel x1, Agnaktor Fin+ x1, G.Wroggi Hide+ x2	5
Earplug Jewel 1	★4	★1	Hearing	1	Protection	-1	1	Sunspire Jewel x1, Rathian Webbing x1, Lagombi Ear x2	4
Earplug Jewel 1	★6	★3	Hearing	1	Protection	-1	1	Bloodrun Jewel x1, Fearsome Maw x2	4
Earplug Jewel 3	★9	★4	Hearing	4	Protection	-2	3	Lazurite Jewel x1, Zinogre Carapace x2, Uncanny Hide+ x2	6
Wind Res Jewel 1	★5	★2	Wind Res	1	Fate	-1	1	Sunspire Jewel x1, Diablos Shell x1, Dragonite Ore x2	4
Wind Res Jewel 2	★9	★5	Wind Res	3	Fate	-1	2	Bloodrun Jewel x1, Indigo Tusks+ x1, Carbalite Ore x3	5
Footing Jewel 1	★3	★1	Tremor Res	1	Sleep	-1	1	Aquaglow Jewel x1, Fertile Mud x1	4
Tectonic Jewel 1	★5	★2	Tremor Res	2	—	—	1	Sunspire Jewel x1, Nibelsnarf Scalp x1, Carpenterbug x2	4
Heat Res Jewel 1	★1	★1	Heat Res	2	—	—	1	Aquaglow Jewel x1, Ice Crystal x3	4
Cold Res Jewel 1	★4	★1	Cold Res	2	—	—	1	Aquaglow Jewel x1, Baggi Scale x2	4
Sprinter Jewel 1	★3	★1	Stamina	1	Hunger	-1	1	Aquaglow Jewel x1, R.Ludroth Claw x1, Mega Dash Juice x2	4
Sprinter Jewel 1	★6	★3	Stamina	1	Hunger	-1	1	Bloodrun Jewel x1, Plum Spongy Hide x2	4
Sprinter Jewel 3	★8	★4	Stamina	4	Hunger	-2	3	Lazurite Jewel x1, Brach Carapace x1, Spongy Hide+ x2	6
Refresh Jewel 1	★4	★1	Stam Recov	1	Evasion	-1	1	Sunspire Jewel x1, Rathian Scale x1, Monster Bone M x2	4
Refresh Jewel 1	—	★3	Stam Recov	1	Evasion	-1	1	Bloodrun Jewel x1, Rheno Carapace x2, Pinnacle Coin x1	4
Refresh Jewel 2	★9	★5	Stam Recov	3	Evasion	-1	2	Bloodrun Jewel x1, Nargacuga Fang+ x1, Monster Keenbone x2	5
Evasion Jewel 1	★4	★1	Evasion	1	Health	-1	1	Sunspire Jewel x1, Lagom Plastron x2, Killer Beetle x2	4
Evasion Jewel 1	★9	★5	Evasion	1	Health	-1	1	Bloodrun Jewel x1, Nargacuga Razor x1	4
Evasion Jewel 2	★9	★5	Evasion	3	Health	-1	2	Lazurite Jewel x1, S.Barioth Pelt+ x2, Lagombi Pelt+ x2	5
Jumping Jewel 1	★9	★5	Evade Dist	1	Health	-1	1	Bloodrun Jewel x1, Nargacuga Pelt+ x2, Bnahabra Wing x2	4
Jumping Jewel 1	—	★6	Evade Dist	1	Health	-1	1	Adamant Orb x1, Barioth Cortex x1	4
Slider Jewel 1	—	★6	Dive Dist	1	Constitution	-1	1	Adamant Orb x1, Lagombi Auricle x2	4
Glider Jewel 1	—	★7	Dive Dist	2	—	—	1	Adamant Orb x1, Crushing Fang x2, Narga Razor+ x1	4
Ninja Jewel 1	★1	★1	Sense	2	—	—	1	Aquaglow Jewel x1, Smoke Bomb x1	4
Ironwall Jewel 1	★3	★1	Guard	1	Constitution	-1	1	Aquaglow Jewel x1, Barroth Shell x2	4
Ironwall Jewel 2	★5	★2	Guard	3	Constitution	-1	2	Sunspire Jewel x1, Agnaktor Beak x1, Agnaktor Shell x3	5
Ironwall Jewel 2	★9	★5	Guard	3	Constitution	-1	2	Bloodrun Jewel x1, G.Agnak Fin+ x2	5
Shield Jewel 1	★5	★2	Guard Up	1	Stamina	-1	1	Sunspire Jewel x1, Firestone x2	4
Shield Jewel 2	★9	★5	Guard	3	Stamina	-1	2	Bloodrun Jewel x1, G.Agnak Carapace x1, Firecell Stone x3	5
Disabler Jewel 1	★4	★1	Status	1	Elemental	-1	1	Sunspire Jewel x1, Bnahabra Wing x3, Bnahabra Spine x2	4
Disabler Jewel 1	★6	★3	Status	1	Elemental	-1	1	Bloodrun Jewel x1, Bnaha Carapace x2, Quality Fin x2	4
Disabler Jewel 2	★7	★4	Status	3	Elemental	-1	2	Bloodrun Jewel x1, Gigginox Claw+ x1, Monster Broth x2	5
Blaze Jewel 1	★4	★1	Fire Atk	1	Water Atk	-1	1	Sunspire Jewel x1, Rathian Scale x2	4
Blaze Jewel 2	—	★6	Fire Atk	3	Water Atk	-1	2	Adamant Orb x1, Conflagrant Sac x1, Volvidon Cortex x2	5
Stream Jewel 1	★3	★1	Water Atk	1	ThunderAtk	-1	1	Aquaglow Jewel x1, R.Ludroth Crest x1	4
Stream Jewel 2	—	★6	Water Atk	3	ThunderAtk	-1	2	Adamant Orb x1, Gobul Kingwhiskr x1, Plesioth Fang+ x2	5
Bolt Jewel 1	★4	★2	ThunderAtk	1	Water Atk	-1	1	Sunspire Jewel x1, Gigginox Claw x1, Thunderbug x2	4

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NAME	VILLAGE	TAVERN	ADDED SKILL	+	SUBTRACTED SKILL	-	SLOTS	REQUIREMENTS	RARITY
Bolt Jewel 2	—	★7	ThunderAtk	3	Water Atk	-1	2	Adamant Orb x1, Lightning Sac x1, Lagiacrus Talon x2	5
Frost Jewel 1	★4	★2	Ice Atk	1	Fire Atk	-1	1	Sunspire Jewel x1, G.Baggi Hide x2	4
Frost Jewel 2	—	★6	Ice Atk	3	Fire Atk	-1	2	Adamant Orb x1, J.Barroth Lash x1, Lagombi Fur x2	5
Dragon Jewel 1	★5	★2	Dragon Atk	1	Status	-1	1	Sunspire Jewel x1, Barioth Claw x2, Dragonfell Berry x2	4
Dragon Jewel 2	—	★7	Dragon Atk	3	Status	-1	2	Adamant Orb x1, Dracophage Bug x2, S.Zin Dragonhair x2	5
Element Jewel 1	—	DLC	Elemental	1	Status	-1	1	Alatreon Scute x2, Adamant Orb x1	4
Element Jewel 3	—	DLC	Elemental	4	Status	-2	3	Alatreon Talon x2, Adamant Orb x1, I.Lagi D-Shocker x1	6
Fire Res Jewel 1	★1	★1	Fire Res	1	Water Res	-1	1	Aquaglow Jewel x1, Fire Herb x5	4
Nul-Fire Jewel 1	★4	★1	Fire Res	2	—	—	1	Sunspire Jewel x1, Flame Sac x2, Monster Bone L x3	4
Water Res Jwl 1	★1	★1	Water Res	1	ThunderRes	-1	1	Aquaglow Jewel x1, Whetfish x5	44
Nul-Water Jwl 1	★3	★1	Water Res	2	—	—	1	Aquaglow Jewel x1, Aqua Sac x2, Monster Bone L x3	4
ThunderRes Jwl 1	★1	★1	ThunderRes	1	Ice Res	-1	1	Aquaglow Jewel x1, Thunderbug x3	4
Nul-Thundr Jwl 1	★4	★2	ThunderRes	2	—	—	1	Sunspire Jewel x1, Shell Shocker x1, Monster Bone L x1	4
Ice Res Jewel 1	★1	★1	Ice Res	1	Fire Res	-1	1	Aquaglow Jewel x1, Ice Crystal x5	4
Nul-Ice Jewel 1	★4	★1	Ice Res	2	—	—	1	Sunspire Jewel x1, Lagombi Claw x2, Monster Bone L x3	4
Dragon Res Jwl 1	★5	★2	Dragon Res	1	Poison	-1	1	Aquaglow Jewel x1, Dragonfell Berry x2	4
Nul-Dragon Jwl 1	★7	★4	Dragon Res	2	—	—	1	Bloodrun Jewel x1, Dragonbone Relic x1, Monster Keenbone x2	4
Razor Jewel 1	★9	★4	Sharpness	1	Handicraft	-1	1	Bloodrun Jewel x1, Rathalos Scale+ x1, Zinogre Carapace x1	4
Razor Jewel 1	★6	★3	Sharpness	1	Handicraft	-1	1	Bloodrun Jewel x1, Rathian Ruby x1	4
Razor Jewel 3	★8	★5	Sharpness	4	Handicraft	-2	3	Lazurite Jewel x1, Agnaktor Fin+ x1, Fearsome Maw x2	6
Handicraft Jwl 2	—	★8	Handicraft	1	Sharpness	-1	2	Deific Fang x1, Adamant Orb x1, Agnaktor Claw+ x2	5
Handicraft Jwl 2	—	★8	Handicraft	1	Sharpness	-1	2	Rath Gleem x1, Adamant Orb x1, Deviljho Ripper x2	5
Handicraft Jwl 3	—	★8	Handicraft	2	Sharpness	-2	3	Miralis Fireclaw x1, Adamant Orb x1, Deviljho Gem x1	6
Fencer Jewel 1	—	★8	Fencing	1	Handicraft	-1	1	G.Rathian Cortex x2, Adamant Orb x1, Nargacuga Lash x1	4
Fencer Jewel 1	—	★8	Fencing	1	Handicraft	-1	1	S.Rath Cortex x2, Adamant Orb x1, G.Agnak Tail x1	4
Fencer Jewel 3	—	HR70	Fencing	4	Handicraft	-2	3	A.Lagi D-Shocker x2, Adamant Orb x1, A.Rathalos Lash x1	6
Grinder Jewel 1	★2	★1	Sharpener	2	—	—	1	Aquaglow Jewel x1, G.Jaggi Claw x1, Machalite Ore x1	4
Draw Jewel 1	—	★7	Crit Draw	1	Expert	-1	1	Adamant Orb x1, Stout Horn x1, Diablos Carapace x2	4
Draw Jewel 1	—	★7	Crit Draw	1	Expert	-1	1	Adamant Orb x1, Uragaan Cortex x2	4
Draw Jewel 2	—	★7	Crit Draw	3	Expert	-1	2	Adamant Orb x1, Diablos Chine x1, J.Barroth Cortex x1	5
Gambit Jewel 1	—	★7	PunishDraw	1	Sharpness	-1	1	Adamant Orb x1, Uragaan Scute+ x1, G.Plesio Shard x2	4
Gambit Jewel 1	—	★7	PunishDraw	1	Sharpness	-1	1	Adamant Orb x1, Uragaan Shard x2	4
Gambit Jewel 3	—	★7	PunishDraw	4	Sharpness	-2	3	Adamant Orb x1, Blackcurl Horn+ x1, Barioth Carapace x1	6
Quickload Jwl 1	★3	★1	Reload Speed	1	Recoil	-1	1	Aquaglow Jewel x1, Pelagicite Ore x3	4
Quickload Jwl 2	★5	★2	Reload Speed	3	Recoil	-1	2	Sunspire Jewel x1, Amber Tusks x2, Lightcrystal x2	5
Quickload Jwl 2	★7	★4	Reload Speed	3	Recoil	-1	2	Bloodrun Jewel x1, B.Giggi Claw+ x2	5
Capacity Jewel 2	—	★7	Loading	1	Reload Speed	-1	2	Adamant Orb x1, G.Ceadeus Coat x1, Agnaktor Cortex x2	5
Capacity Jewel 2	—	★6	Loading	1	Reload Speed	-1	2	Adamant Orb x1, Vile Fang x1	5
Capacity Jewel 3	—	★6	Loading	2	Reload Speed	-2	3	Adamant Orb x1, G.Ceadeus Shard x1, Lrg Wyvern Stone x1	6
Salvo Jewel 1	—	★8	Rapid Fire	1	Reload Speed	-1	1	H.Jhen Shard x2, Adamant Orb x1, I.Lagi Horn+ x2	4
Salvo Jewel 1	—	★7	Rapid Fire	1	Reload Speed	-1	1	Adamant Orb x1, Rathalos Fellwing x2	4
Salvo Jewel 3	—	HR70	Rapid Fire	4	Reload Speed	-2	3	A.Lagi Hardhorn x2, Adamant Orb x1, A.Rathalos Wing x1	6
Absorber Jewel 1	★3	★1	Recoil	1	Reload Speed	-1	1	Aquaglow Jewel x1, Barroth Scalp x1, R.Ludroth Crest x1	4
Absorber Jewel 1	★6	★3	Recoil	1	Reload Speed	-1	1	Bloodrun Jewel x1, Barroth Ridge+ x2	4
Absorber Jewel 3	★9	★5	Recoil	4	Reload Speed	-2	3	Lazurite Jewel x1, Duram Tailcase+ x2, B.Diablos Ridge+ x2	6
Sniper Jewel 1	★1	★1	Precision	2	—	—	1	Aquaglow Jewel x1, Unknown Skull x2	4
Forceshot Jwl 1	★4	★1	Normal Up	1	Recoil	-1	1	Sunspire Jewel x1, Monster Bone+ x2, Popfish x5	4
Forceshot Jwl 3	★8	★5	Normal Up	4	Recoil	-2	3	Lazurite Jewel x1, Agnak Carapace x2, Monster Keenbone x2	6
Pierce Jewel 1	★5	★2	Pierce Up	1	Recoil	-1	1	Sunspire Jewel x1, Uragaan Jaw x1, Hercudrome x2	4
Pierce Jewel 3	★8	★4	Pierce Up	4	Recoil	-2	3	Lazurite Jewel x1, Uragaan Ruby x1, King Scarab x2	6
Pellet Jewel 1	★4	★1	Pellet Up	1	Recoil	-1	1	Sunspire Jewel x1, Isisium x2, Wyvern Fang x5	4
Pellet Jewel 3	★9	★5	Pellet Up	4	Recoil	-2	3	Lazurite Jewel x1, S.Uragaan Scute x1, Gracium x2	6
ShotPlus Jewel 1	★2	★1	Normal S+	1	Reload Speed	-1	1	Aquaglow Jewel x1, Monster Bone M x2	4
ShotPlus Jewel 2	★4	★1	Normal S+	3	Reload Speed	-1	2	Sunspire Jewel x1, Monster Bone+ x2, Barroth Ridge x1	5
ShotPlus Jewel 2	★7	★4	Normal S+	3	Reload Speed	-1	2	Bloodrun Jewel x1, Volvidon Claw+ x1, Stoutbone x1	5
PiercePlus Jwl 1	★5	★2	Pierce S+	2	—		1	Sunspire Jewel x1, Dragonite Ore x2	4
PelletPlus Jwl 1	★5	★2	Pellet S+	2	—		1	Sunspire Jewel x1, Nibelsnarf Shell x2	4
CragPlus Jewel 1	★5	★2	Crag S+	2	—		1	Sunspire Jewel x1, Rathalos Shell x2	4
ClustPlus Jwl 1	★5	★2	Clust S+	1	Reload Speed	-1	1	Sunspire Jewel x1, Uragaan Scale x2	4
SlicePlus Jwl 1	★4	★1	Use Slicing S	2	—		1	Aquaglow Jewel x1, Lagombi Pelt x2	4
SlimePlus Jwl 1	★8	★4	Slime S+	2	—		1	Bloodrun Jewel x1, Brach Ebonshell x2, Fire Herb x4	4
Poisoncoat Jwl 1	★3	★2	Poison C+	2	—		1	Aquaglow Jewel x1, Poison Sac x1	4
Paracoat Jwl 1	★4	★1	Para C+	1	Attack	-1	1	Sunspire Jewel x1, Paralysis Sac x1	4
Paracoat Jwl 2	★7	★4	Para C+	3	Attack	-1	2	Bloodrun Jewel x1, B.Giggi Hide+ x1, Omniplegia Sac x1	5
Sleepcoat Jwl 1	★4	★1	Sleep C+	2	—		1	Sunspire Jewel x1, Sleep Sac x1	4
Powercoat Jwl 1	★5	★2	Power C+	1	Expert	-1	1	Sunspire Jewel x1, Uroktor Scale x2, Nitroshroom x5	4
Powercoat Jwl 2	★8	★4	Power C+	3	Expert	-1	2	Bloodrun Jewel x1, Uroktor Scale+ x1, Lava Nugget x1	5
Rangecoat Jwl 1	★3	★1	C.Range C+	2	—	—	1	Aquaglow Jewel x1, R.Ludroth Scale x1, Immature Sponge x1	4
Draincoat Jwl 1	★5	★2	Exhaust C+	2	—	—	1	Sunspire Jewel x1, Wanchovy x2, Monster Bone L x1	4

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NAME	VILLAGE	TAVERN	ADDED SKILL	+	SUBTRACTED SKILL	-	SLOTS	REQUIREMENTS	RARITY
Slimecoat Jwl 1	★8	★4	Slime C+	2	—	—	1	Bloodrun Jewel x1, Brach Carapace x2, Lava Nugget x1	4
Sonorous Jewel 1	★3	★1	Maestro	2	—	—	1	Aquaglow Jewel x1, Strange Beak x1, Field Horn x1	4
Artillery Jwl 1	★4	★1	Artillery	2	—	—	1	Sunspire Jewel x1, Isisium x1, Barrel Bomb L+ x2	4
Bombardier Jwl 1	★3	★1	Bomb Boost	2	—	—	1	Aquaglow Jewel x1, Flintstone x1, G.Jaggi Hide x1	4
Medicine Jewel 1	★3	★1	Rec Level	1	Rec Speed	-1	1	Aquaglow Jewel x1, Qurupeco Scale x1, Kelbi Horn x2	4
Medicine Jewel 2	★6	★3	Rec Level	3	Rec Speed	-1	2	Bloodrun Jewel x1, Qurupeco Scale+ x1, Ancient Potion x1	5
Friendship Jwl 1	★3	★1	Wide-Range	1	Sense	-1	1	Aquaglow Jewel x1, Qurupeco Feather x1	4
Friendship Jwl 1	★3	—	Wide-Range	1	Sense	-1	1	Aquaglow Jewel x1, Chum-Chum Ticket x1, Small Goldenfish x2	4
Friendship Jwl 2	★6	★3	Wide-Range	3	Sense	-1	2	Bloodrun Jewel x1, C.Peco Wing x1, Lifepowder x2	5
Enduring Jewel 1	★1	★1	LastingPwr	2	—	—	1	Aquaglow Jewel x1, Big Fin x1	4
Hungerless Jwl 1	★3	★1	Hunger	2	—	—	1	Aquaglow Jewel x1, Monster Bone L x1, Well-done Steak x1	4
Metabolism Jwl 1	★2	★1	Gluttony	2	—	—	1	Aquaglow Jewel x1, Monster Bone M x1	4
Gobbler Jewel 1	★5	★2	Eating	1	Rec Level	-1	1	Sunspire Jewel x1, Nibelsnarf Hide x1, Arzuros Brace x2	4
Gobbler Jewel 1	★8	★4	Eating	1	Rec Level	-1	1	Bloodrun Jewel x1, Nibelsnarf Hide+ x2	4
Gobbler Jewel 3	★9	★5	Eating	4	Rec Level	-2	3	Lazurite Jewel x1, Deviljho Fang x2, S.Urag Carapace x2	6
Meateater Jwl 1	—	★6	Carnivore	1	Hunger	-1	1	Adamant Orb x1, Imperial Frill x2	4
Meatlover Jwl 1	—	★6	Carnivore	2	—	—	1	Adamant Orb x1, Imperial Frill x2, Dazzling Fluid x1	4
Professor Jwl 1	★1	★2	Combination	2	—	—	1	Aquaglow Jewel x1, Book of Combos 1 x1, Warm Pelt x1	4
Factory Jewel 1	★1	★1	Combo Plus	2	—	—	1	Aquaglow Jewel x1, Small Goldenfish x1	4
Gathering Jwl 1	★1	★1	Gathering	2	—	—	1	Aquaglow Jewel x1, Kelbi Horn x1	4
Spree Jewel 1	★1	★1	Spd Gather	2	—	—	1	Aquaglow Jewel x1, Altaroth Stomach x1, Monster Bone S x2	4
Blessing Jewel 1	★1	★1	Whim	2	—	—	1	Aquaglow Jewel x1, Iron Ore x2	4
Honeybee Jewel 1	—	★6	Honey	1	Whim	-1	1	Adamant Orb x1, Arzuros Cortex x2	4
Queenbee Jewel 1	—	★7	Honey	2	—	—	1	Adamant Orb x1, Arzuros Cortex x3, Narga Razor+ x1	4
Charmer Jewel 1	—	★8	Charmer	1	—	—	1	Ghostly Quartz x3, Adamant Orb x1, Rath Gleem x1	4
Fate Jewel 1	—	★6	Fate	1	Whim	-1	1	Ghostly Quartz x3, Adamant Orb x1, Rath Gleem x1	4
Fate Jewel 3	—	★8	Fate	4	Whim	-2	3	G.Rath Surspike x2, Adamant Orb x1, Golden Egg x2	6
Carver Jewel 1	—	★6	Carving	1	Fate	-1	1	G.Rath Surspike x2, Adamant Orb x1, Golden Egg x2	4
Carver Jewel 3	—	★6	Carving	4	Fate	-2	3	Adamant Orb x1, G.Ceadeus Fur x1, Earth Dragongem x1	6
Capture Jewel 1	—	★6	Tranquilzr	1	Fate	-1	1	Adamant Orb x1, Commendation x1, G.Plesio Shard x1	4
Capture Jewel 3	—	★7	Tranquilzr	4	Fate	-2	3	Adamant Orb x1, Conqueror's Seal x2, Zin Electrofur+ x1	6
Perception Jwl 1	★2	★1	Perception	2	—	—	1	Aquaglow Jewel x1, Rhenoplos Shell x1, Binoculars x1	4
Psychic Jewel 1	★3	★1	Psychic	2	—	—	1	Aquaglow Jewel x1, Vivid Feather x1	4
Transportr Jwl 1	★3	★1	Transportr	2	—	—	1	Aquaglow Jewel x1, Dash Extract x1	4
Ranger Jewel 1	★1	★1	Ranger	2	—	—	1	Aquaglow Jewel x1, Sushifish x1, Raw Meat x2	4
Alarm Jewel 1	★1	★1	Anti-Theft	2	—	—	1	Aquaglow Jewel x1, Felvine x3	4
Trapmaster Jwl 1	★1	★1	SpeedSetup	2	—	—	1	Aquaglow Jewel x1, Velvety Hide x1, Shock Trap x1	4
Torchlight Jwl 1	★5	★2	Flame Aura	2	—	—	1	Sunspire Jewel x1, Gobul Lantern x2, Agnaktor Scale x2	4
Fresh Air Jwl 1	★1	★1	Oxygen	2	—	—	1	Aquaglow Jewel x1, Airweed x5	4
Stopflow Jewel 1	★3	★1	CurrentRes	1	Wind Res	-1	1	Aquaglow Jewel x1, Immature Sponge x1, Spongy Hide x3	4
Stopflow Jewel 2	★6	★3	CurrentRes	3	Wind Res	-1	2	Bloodrun Jewel x1, Hydro Hide x5, R.Ludroth Scale+ x3	5
Swimmer Jewel 1	★4	★1	Swimming	1	Oxygen	-1	1	Aquaglow Jewel x1, Big Fin x5, Gobul Fin x1	4
Diver Jewel 1	★7	★3	Swimming	2	Oxygen	-1	1	Bloodrun Jewel x1, Quality Fin x5, Plesioth Fin+ x1	5
Fish Jewel 1	—	★6	Sea Legs	1	Stamina	-1	1	Adamant Orb x1, Plesioth Head x1, Fine G.Plesi Fin x1	4
Fish Jewel 2	—	HR70	Sea Legs	3	Stamina	-1	2	A.Lagi Shard x2, Adamant Orb x1, G.Plesio Shard x1	5
Potential Jwl 1	★5	★2	Potential	1	Protection	-1	1	Sunspire Jewel x1, Duram Mossplate x2	4
Potential Jwl 2	—	★6	Potential	3	Protection	-1	2	Adamant Orb x1, Heavy Mossplate x2, Lagombi Ear+ x2	5
Fortitude Jwl 1	★5	★2	Survivor	1	Rec Level	-1	1	Sunspire Jewel x1, Duramboros Tailcase x1	4
Fortitude Jwl 2	★8	★4	Survivor	3	Rec Level	-1	2	Bloodrun Jewel x1, Hard Mossplate x1, Plesioth Head x1	5
Throttle Jewel 1	★9	★4	Gloves Off	1	Sense	-1	1	Bloodrun Jewel x1, Zin Electrofur x1	4
Throttle Jewel 1	★9	★4	Gloves Off	1	Sense	-1	1	Lazurite Jewel x1, Zinogre Horn+ x1, Barioth Spike x2	4
Throttle Jewel 2	—	DLC	Gloves Off	3	Sense	-1	2	Alatreon Scute x1, Lazurite Jewel x1, I.Lagi Hide+ x2	5
Spirit Jewel 1	—	★6	Spirit	1	Guard	-1	1	Adamant Orb x1, Brach Carapace x2, Barroth Lash x1	4
Spirit Jewel 2	—	★7	Spirit	3	Guard	-1	2	Adamant Orb x1, Brach Pounder+ x1, Zin Electrofur+ x1	5
Flawless Jewel 1	—	★7	Unscathed	1	Rec Speed	-1	1	Adamant Orb x1, S.Zin Hardhorn x2, S.Zin Cortex x2	4
Flawless Jewel 2	—	★7	Unscathed	3	Rec Speed	-1	2	Adamant Orb x1, S.Zinogre Talon x2, G.Ceadeus Coat x2	5
Release Jewel 2	—	★7	FreeElemnt	1	Status	-1	2	Adamant Orb x1, Lagiacrus Piel x1, I.Lagi Horn+ x1	5
Catalyst Jewel 3	—	★7	FreeElemnt	2	Status	-2	3	Adamant Orb x1, I.Lagi Piel x2, Lagia Hardhorn x1	6
Resistor Jewel 1	★9	DLC	Blight Res	1	Health	-1	1	Alatreon Plate x2, Lazurite Jewel x1	4
Resistor Jewel 3	★9	DLC	Blight Res	4	Health	-2	3	Skypiercer x1, Lazurite Jewel x1	6
Steady Jewel 1	—	★8	Unshakable	1	Defense	-1	1	Miralis Fireback x2, Adamant Orb x1, Mystery Slime x1	4
Steady Jewel 3	—	★8	Unshakable	4	Defense	-2	3	Miralis Hellwing x1, Adamant Orb x1, R.Duram Hardtail x1	6
Guts Jewel 1	—	★6	Guts	1	Combination	-1	1	Adamant Orb x1, Avian Stoutbone x2, R.Duram Shell x1	4
Guts Jewel 2	—	★6	Guts	3	Combination	-1	2	Adamant Orb x1, Durambolite x1, R.Duram Hardtail x3	5
Player Jewel 1	★3	—	TeamPlayer	1	LastingPwr	-1	1	Aquaglow Jewel x1, Chum-Chum Ticket x2, Pawprint Stamp x2	4
Morale Jewel 1	★6	—	TeamPlayer	2	—	—	1	Bloodrun Jewel x1, Chum-Chum Ticket x3, King's Frill x2	4
Leader Jewel 1	★3	—	TeamLeader	1	Gathering	-1	1	Aquaglow Jewel x1, Chum-Chum Ticket x3, Catalyst x2, Max Potion x2	4
Leader Jewel 2	★7	—	TeamLeader	3	Gathering	-1	2	Lazurite Jewel x1, Chum-Chum Ticket x4, Snakebee Larva x2	5

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Armor Skills

Each piece of armor has a set of skills it can potentially bestow on you. Skills grant unique properties to your hunter—some skills simply raise your stats or protect you from status ailments while others can speed up your weapon sheathing, allow you to swim faster, or even gain more carves from a defeated monster!

Most armor pieces only give 2-3 skill points toward a skill, and, in most cases, only activate a skill once an entire set is equipped. You can check progress toward a skill, as well as your activated skills, by checking your Status.

Check out our skill list to see the vast array of skills that you can apply to your hunter.





Armor Skills

SKILL NAME	POINTS EARNED	SKILL EARNED	FUNCTION
POISON	10	NEGATE POISON	NEGATE POISON STATUS EFFECT.
	-10	DOUBLE POISON	POISON STATUS LASTS TWICE AS LONG.
PARALYSIS	10	NEGATE PARALYSIS	NEGATE PARALYSIS STATUS EFFECT.
	-10	DOUBLE PARALYSIS	PARALYSIS LASTS TWICE AS LONG.
SLEEP	10	NEGATE SLEEP	NEGATE SLEEP STATUS EFFECT.
	-10	DOUBLE SLEEP	SLEEP LASTS TWICE AS LONG.
STUN	10	HALVE STUN	TAKES TWICE AS MANY ATTACKS TO STUN.
	15	NEGATE STUN	NEGATE STUN STATUS EFFECT.
	-10	DOUBLE STUN	STUN OCCURS TWICE AS FAST AND IS TWICE AS DIFFICULT TO SHAKE OUT OF.
MUD/SNOW	10	NEGATE MUD/SNOW	NEGATE MUD/SNOW NEGATIVE STATUS EFFECT.
ANTISEPTIC	10	ANTISEPTIC	ALLOWS YOU TO USE ANY ITEM WHILE UNDER STENCH EFFECT.
DEF LOCK	10	IRON SKIN	ITEMS THAT DECREASE DEFENSE WILL BE INEFFECTIVE.
DUNGMASTER	10	DUNG BOMB EXPERT	INCREASES DUNG BOMB EFFICACY AND COMBINATION SUCCESS RATE.
BIOLOGY	10	BIO MASTER	INCREASES DUNG BOMB EFFICACY AND COMBINATION SUCCESS RATE, NEGATES SLIMEBLIGHT AND PREVENTS STENCH.
ATTACK	10	ATTACK UP (S)	SLIGHTLY INCREASES ATTACK.
	15	ATTACK UP (M)	INCREASES ATTACK.
	20	ATTACK UP (L)	SIGNIFICANTLY INCREASES ATTACK.
	-10	ATTACK DOWN (S)	SLIGHTLY DECREASES ATTACK.
	-15	ATTACK DOWN (M)	DECREASES ATTACK.
	-20	ATTACK DOWN (L)	SIGNIFICANTLY DECREASES ATTACK.

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SKILL NAME	POINTS EARNED	SKILL EARNED	FUNCTION
DEFENSE	10	DEFENSE UP (S)	INCREASES DEFENSE BY 15.
	15	DEFENSE UP (M)	INCREASES DEFENSE BY 3% AND A FURTHER 20.
	20	DEFENSE UP (L)	INCREASES DEFENSE BY 7% AND A FURTHER 25.
	-10	DEFENSE DOWN (S)	DEFENSE IS DECREASED BY 10; CANNOT DECREASE DEFENSE LOWER THAN 1.
	-15	DEFENSE DOWN (M)	DEFENSE IS DECREASED BY 5% AND A MINIMUM 10; CANNOT DECREASE DEFENSE LOWER THAN 1.
	-20	DEFENSE DOWN (L)	DEFENSE IS DECREASED BY 10% AND A MINIMUM 10; CANNOT DECREASE DEFENSE LOWER THAN 1.
HEALTH	10	HEALTH +20	INCREASE HEALTH PERMANENTLY BY 20.
	15	HEALTH +50	INCREASE HEALTH PERMANENTLY BY 50.
	-10	HEALTH -10	DECREASE HEALTH PERMANENTLY BY 10.
	-15	HEALTH -30	DECREASE HEALTH PERMANENTLY BY 30.
REC. SPEED	10	RECOVERY SPD +1	RED LIFE RECOVERY SPEED INCREASED TO TWICE NORMAL SPEED.
	15	RECOVERY SPD +2	RED LIFE RECOVERY SPEED INCREASED TO FOUR TIMES NORMAL SPEED..
	-10	RECOVERY SPD -1	RED LIFE RECOVERY SPEED DECREASED TO HALF NORMAL SPEED.
	-15	RECOVERY SPD -2	RED LIFE RECOVERY SPEED DECREASED TO 25% NORMAL SPEED.
PROTECTION	10	DIVINE BLESSING	ATTACKS DEAL 30% LESS DAMAGE 25% OF THE TIME.
	-10	DEMONIC BLESSING	ATTACKS DEAL 30% MORE DAMAGE 25% OF THE TIME.
SHEATHING	10	QUICK SHEATH	SHEATH WEAPON FASTER THAN NORMAL.
FASTCHARGE	10	FOCUS	L. SWORD, D. BLADE, AND S. AXE GAUGES CHARGE 20% FASTER WHILE G.SWORD, BOW, AND HAMMER CHARGING TIME DECREASED BY 20%.
	-10	DISTRACTION	L. SWORD, D. BLADE, AND S. AXE GAUGES CHARGE 20% SLOWER WHILE G.SWORD, BOW, AND HAMMER CHARGING TIME INCREASED BY 20%.
EXPERT	10	CRITICAL EYE +1	AFFINITY INCREASED BY 10%.
	15	CRITICAL EYE +2	AFFINITY INCREASED BY 20%.
	20	CRITICAL EYE +3	AFFINITY INCREASED BY 30%.
	-10	CRITICAL EYE -1	AFFINITY DECREASED BY 5%.
	-15	CRITICAL EYE -2	AFFINITY DECREASED BY 10%.
	-20	CRITICAL EYE -3	AFFINITY DECREASED BY 15%.
TENDERIZER	10	WEAKNESS EXPLOIT	WHEN ATTACKING A MONSTER PART WITH DEFENSE HIGHER THAN 45, DAMAGE IS INCREASED BY 5%.
DESTROYER	10	PARTBREAKER	ATTACKS DECREASE MONSTER PART DURABILITY 30% FASTER.
KO	10	KNOCKOUT KING	DIZZY DAMAGE IS INCREASED BY 10%.
STAM DRAIN	10	STAMINA THIEF	FATIGUE DAMAGE IS INCREASED BY 20%.
CONSTITUTN	10	CONSTITUTION +1	STAMINA CONSUMPTION WHEN EVADING, BLOCKING, AND USING SWITCH AXE IS DECREASED BY 25%.
	15	CONSTITUTION +2	STAMINA CONSUMPTION WHEN EVADING, BLOCKING, AND USING SWITCH AXE IS DECREASED BY 50%.
	-10	CONSTITUTION -1	STAMINA CONSUMPTION WHEN EVADING, BLOCKING, AND USING SWITCH AXE IS INCREASED BY 20%.
	-15	CONSTITUTION -2	STAMINA CONSUMPTION WHEN EVADING, BLOCKING, AND USING SWITCH AXE IS DECREASED BY 35%.
HEARING	10	EARPLUGS	NEGATES THE EFFECTS OF SOME LARGE MONSTERS' ROARS.
	15	HG EARPLUGS	NEGATES THE EFFECTS OF ALL LARGE MONSTERS' ROARS.
WIND RES	10	WINDPROOF (LO)	NEGATES SMALL AMOUNTS OF WIND PRESSURE.
	15	WINDPROOF (HI)	NEGATES ALMOST ALL WIND PRESSURE.
TREMOR RES	10	TREMOR RESISTANCE	PREVENTS STAGGERING FROM TREMORS CREATED BY LARGE MONSTERS.
HEAT RES	10	HEAT CANCEL	DAMAGE CAUSED BY HEAT AND LAVA TERRAIN IS NEGATED.
	-10	HEAT SURGE	DAMAGE CAUSED BY HEAT AND LAVA TERRAIN IS DOUBLED.
COLD RES	10	COLD CANCEL	STAMINA DRAIN CAUSED BY COLD IS NEGATED.
	-10	COLD SURGE	STAMINA DRAIN CAUSED BY COLD IS DOUBLED.
STAMINA	10	MARATHON RUNNER	STAMINA DEPLETION FOR ACTIONS THAT CONTINUOUSLY DRAIN STAMINA IS DECREASED BY 50%.
	-10	SHORT SPRINTER	STAMINA DEPLETION FOR ACTIONS THAT CONTINUOUSLY DRAIN STAMINA IS INCREASED BY 20%.
STAM RECOV	10	STAM RECOV UP	STAMINA RECOVERS TWICE AS FAST.
	-10	STAM RECOV DOWN	STAMINA RECOVERS 25% SLOWER.

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SKILL NAME	POINTS EARNED	SKILL EARNED	FUNCTION
EVASION	10	EVASION +1	INCREASES INVULNERABILITY DURING EVASIVE MOVES FROM 0.2 SECONDS TO 0.33 SECONDS.
	15	EVASION +2	INCREASES INVULNERABILITY DURING EVASIVE MOVES FROM 0.2 SECONDS TO 0.4 SECONDS.
	-10	EVASION DOWN	DECREASES INVULNERABILITY DURING EVASIVE MOVES FROM 0.2 SECONDS TO 0.1 SECONDS.
EVADE DIST	10	EVADE EXTENDER	INCREASES EVADE DISTANCE BY 50%.
DIVE DIST	10	DIVE ENHANCER	DISTANCE TRAVELED WHEN PERFORMING RUNNING DIVE AWAY FROM LARGE MONSTERS IS EXTENDED AND CAN BE PERFORMED TOWARD THEM.
SENSE	10	SNEAK	DECREASES THE LIKELIHOOD OF BEING TARGETED BY MONSTERS.
	-10	TAUNT	INCREASES THE LIKELIHOOD OF BEING TARGETED BY MONSTERS.
GUARD	10	GUARD +1	DECREASE STAMINA CONSUMED BY BLOCKING BY 10, NEGATE GUARD DAMAGE, AND KNOCKBACK BY MOST ATTACKS.
	15	GUARD +2	DECREASE STAMINA CONSUMED BY BLOCKING BY 20, NEGATE GUARD DAMAGE, AND KNOCKBACK BY MOST ATTACKS.
	-10	GUARD -1	INCREASE STAMINA CONSUMED BY BLOCKING BY 10, INCREASE GUARD DAMAGE, AND KNOCKBACK BY MOST ATTACKS.
GUARD UP	10	GUARD BOOST	CAUSES PREVIOUSLY UNBLOCKABLE ATTACKS TO BECOME BLOCKABLE.
STATUS	10	STATUS ATK +1	SLIGHTLY INCREASES THE POTENCY OF ABNORMAL STATUS ATTACKS.
	15	STATUS ATK +2	SIGNIFICANTLY INCREASES THE POTENCY OF ABNORMAL STATUS ATTACKS.
	-10	STATUS ATK DOWN	DECREASES THE POTENCY OF ABNORMAL STATUS ATTACKS.
FIRE ATK	10	FIRE ATK +1	INCREASES DAMAGE OF FIRE ATTACKS AND SHOTS BY 10%.
	15	FIRE ATK +2	INCREASES DAMAGE OF FIRE ATTACKS AND SHOTS BY 20%.
	-10	FIRE ATK DOWN	DECREASES DAMAGE OF FIRE ATTACKS AND SHOTS BY 25%.
WATER ATK	10	WATER ATK +1	INCREASES DAMAGE OF WATER ATTACKS AND SHOTS BY 10%.
	15	WATER ATK +2	INCREASES DAMAGE OF WATER ATTACKS AND SHOTS BY 20%.
	-10	WATER ATK DOWN	DECREASES DAMAGE OF WATER ATTACKS AND SHOTS BY 25%.
THUNDERATK	10	THUNDER ATK +1	INCREASES DAMAGE OF THUNDER ATTACKS AND SHOTS BY 10%.
	15	THUNDER ATK +2	INCREASES DAMAGE OF THUNDER ATTACKS AND SHOTS BY 20%.
	-10	THUNDER ATK DOWN	DECREASES DAMAGE OF THUNDER ATTACKS AND SHOTS BY 25%.
ICE ATK	10	ICE ATK +1	INCREASES DAMAGE OF ICE ATTACKS AND SHOTS BY 10%.
	15	ICE ATK +2	INCREASES DAMAGE OF ICE ATTACKS AND SHOTS BY 20%.
	-10	ICE ATK DOWN	DECREASES DAMAGE OF ICE ATTACKS AND SHOTS BY 25%.
DRAGON ATK	10	DRAGON ATK +1	INCREASES DAMAGE OF DRAGON ATTACKS AND SHOTS BY 10%.
	15	DRAGON ATK +2	INCREASES DAMAGE OF DRAGON ATTACKS AND SHOTS BY 20%.
	-10	DRAGON ATK DOWN	DECREASES DAMAGE OF DRAGON ATTACKS AND SHOTS BY 25%.
ELEMENTATK	10	ELEMENT ATK +1	INCREASES DAMAGE OF FIRE, WATER, THUNDER, ICE, AND DRAGON ATTACKS BY 20%.
	-10	ELEMENT ATK DOWN	DECREASES DAMAGE OF FIRE, WATER, THUNDER, ICE, AND DRAGON ATTACKS BY 10%.
FIRE RES	10	FIRE RES +15	INCREASES FIRE RESISTANCE BY 15.
	15	FIRE RES +20	INCREASES FIRE RESISTANCE BY 20.
	-10	FIRE RES -20	DECREASES FIRE RESISTANCE BY 20.
WATER RES	10	FIRE RES +15	INCREASES WATER RESISTANCE BY 15.
	15	FIRE RES +20	INCREASES WATER RESISTANCE BY 20.
	-10	FIRE RES -20	DECREASES WATER RESISTANCE BY 20.
THUNDERRES	10	FIRE RES +15	INCREASES THUNDER RESISTANCE BY 15.
	15	FIRE RES +20	INCREASES THUNDER RESISTANCE BY 20.
	-10	FIRE RES -20	DECREASES THUNDER RESISTANCE BY 20.
ICE RES	10	FIRE RES +15	INCREASES ICE RESISTANCE BY 15.
	15	FIRE RES +20	INCREASES ICE RESISTANCE BY 20.
	-10	FIRE RES -20	DECREASES ICE RESISTANCE BY 20.
DRAGON RES	10	FIRE RES +15	INCREASES DRAGON RESISTANCE BY 15.
	15	FIRE RES +20	INCREASES DRAGON RESISTANCE BY 20.
	-10	FIRE RES -20	DECREASES DRAGON RESISTANCE BY 20.

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SKILL NAME	POINTS EARNED	SKILL EARNED	FUNCTION
SHARPNESS	10	RAZOR SHARP	HALVES THE RATE AT WHICH YOUR WEAPON LOSES SHARPNESS.
	-10	BLUNT EDGE	DOUBLES THE RATE AT WHICH YOUR WEAPON LOSES SHARPNESS.
HANDICRAFT	10	SHARPNESS +1	INCREASES YOUR WEAPON'S SHARPNESS BY ONE LEVEL.
FENCING	10	MIND'S EYE	PREVENTS YOUR ATTACKS FROM BEING DEFLECTED.
SHARPENER	10	SPEED SHARPENING	SHARPENING FINISHES IN ONE SCRAPE INSTEAD OF THREE.
	-10	SLOW SHARPENING	SHARPENING FINISHES IN FIVE SCRAPES INSTEAD OF THREE.
CRIT DRAW	10	CRITICAL DRAW	INCREASES AFFINITY OF UNSHEATHING ATTACK TO +100%.
PUNISHDRAW	10	PUNISHING DRAW	ADDS IMPACT DAMAGE TYPE TO ALL UNSHEATHING ATTACKS.
RELOAD SPD	10	RELOAD SPEED +1	BOWGUN RELOADING IS SLIGHTLY FASTER; BOW COATING APPLICATION TIME DECREASED BY 25%.
	15	RELOAD SPEED +2	BOWGUN RELOADING IS FASTER; BOW COATING IS INSTANTLY APPLIED.
	20	RELOAD SPEED +3	BOWGUN RELOADING IS SIGNIFICANTLY FASTER; BOW COATING IS INSTANTLY APPLIED.
	-10	RELOAD SPEED -1	BOWGUN RELOADING IS SLIGHTLY SLOWER; BOW COATING APPLICATION TIME INCREASED BY 10%.
	-15	RELOAD SPEED -2	BOWGUN RELOADING IS SLOWER; BOW COATING APPLICATION TIME INCREASED BY 20%.
	-20	RELOAD SPEED -3	BOWGUN RELOADING IS SIGNIFICANTLY SLOWER; BOW COATING APPLICATION TIME INCREASED BY 30%.
LOADING	10	LOAD UP	AN EXTRA BULLET CAN BE LOADED INTO BOWGUNS AND GUNLANCES AND CHARGE LEVEL OF BOW IS INCREASED BY 1.
RAPID FIRE	10	BONUS SHOT	ALLOWS ONE EXTRA SHOT TO BE FIRED WHILE RAPID FIRING.
RECOIL	10	RECOIL DOWN +1	1X DECREASE IN RECOIL WHILE SHOOTING.
	15	RECOIL DOWN +2	2X DECREASE IN RECOIL WHILE SHOOTING.
	20	RECOIL DOWN +3	3X DECREASE IN RECOIL WHILE SHOOTING.
	-10	RECOIL DOWN -1	1X INCREASE IN RECOIL WHILE SHOOTING.
	-15	RECOIL DOWN -2	2X INCREASE IN RECOIL WHILE SHOOTING.
	-20	RECOIL DOWN -3	3X INCREASE IN RECOIL WHILE SHOOTING.
PRECISION	10	STEADINESS +1	DECREASES DEVIATION WHILE AIMING.
	15	STEADINESS +2	NEGATES DEVIATION WHILE AIMING.
	-10	STEADINESS -1	INCREASES DEVIATION WHILE AIMING.
	-15	STEADINESS -2	GREATLY INCREASES DEVIATION WHILE AIMING.
NORMAL UP	10	NORMAL/RAPID UP	NORMAL S AND RAPID ARROW ATTACK POWER INCREASED BY 10%.
PIERCE UP	10	PIERCE/PIERCE UP	PIERCE S AND PIERCE ARROW ATTACK POWER INCREASED BY 10%.
PELLET UP	10	PELLET/SPREAD UP	PELLET S ATTACK POWER IS INCREASED BY 20%, SPREAD ARROW ATTACK POWER INCREASED BY 30%.
NORMAL S+	10	USE ANY NORMAL S	ALLOWS ANY NORMAL SHOTS (NORMAL S) TO BE LOADED.
PIERCE S+	10	USE LV1 PIERCE S	ALLOWS LV1 PIERCE SHOTS (PIERCE S) TO BE LOADED.
	15	USE ANY PIERCE S	ALLOWS ANY PIERCE SHOTS (PIERCE S) TO BE LOADED.
PELLET S+	10	USE LV1 PELLET S	ALLOWS LV1 PELLET SHOTS (PELLET S) TO BE LOADED.
	15	USE ANY PELLET S	ALLOWS ANY PELLET SHOTS (PELLET S) TO BE LOADED.
CRAG S+	10	USE LV1 CRAG S	ALLOWS LV1 CRAG SHOTS (CRAG S) TO BE LOADED.
	15	USE ANY CRAG S	ALLOWS ANY CRAG SHOTS (CRAG S) TO BE LOADED.
CLUST S+	10	USE LV1 CLUST S	ALLOWS LV1 CLUST SHOTS (CLUST S) TO BE LOADED.
	15	USE ANY CLUST S	ALLOWS ANY CLUST SHOTS (CLUST S) TO BE LOADED.
SLICING S+	10	USE SLICING S	ALLOWS SLICING SHOTS (SLICING S) TO BE LOADED.
SLIME S+	10	USE SLIME S	ALLOWS SLIME SHOTS (SLIME S) TO BE LOADED.
POISON C+	10	USE POISON COAT	ALLOWS POISON COATING TO BE APPLIED.
PARA C+	10	USE PARA COAT	ALLOWS PARALYZE COATING TO BE APPLIED.
SLEEP C+	10	USE SLEEP COAT	ALLOWS SLEEP COATING TO BE APPLIED.
POWER C+_	10	USE POWER COAT	ALLOWS POWER COATING TO BE APPLIED.
C.RANGE C+	10	USE C.RANGE COAT	ALLOWS CLOSE RANGE COATING TO BE APPLIED.
EXHAUST C+	10	USE EXHAUST COAT	ALLOWS EXHAUST COATING TO BE APPLIED.
SLIME C+	10	USE SLIME COAT	ALLOWS SLIME COATING TO BE APPLIED.

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SKILL NAME	POINTS EARNED	SKILL EARNED	FUNCTION
MAESTRO	10	HORN MAESTRO	HORN ITEMS BREAK LESS OFTEN AND HUNTING HORN MELODIES LAST LONGER.
ARTILLERY	10	ARTILLERY NOVICE	BALLISTA, CANNON, GUNLANCE AND WYVERNFIRE ATTACK POWER IS INCREASED BY 10%, CRAG S POWER INCREASED BY 10%.
	15	ARTILLERY EXPERT	BALLISTA, CANNON, GUNLANCE, AND WYVERNFIRE ATTACK POWER IS INCREASED BY 20%, CRAG S POWER INCREASED BY 30%. WYVERNFIRE CAN BE USED EVERY 90 SECONDS INSTEAD OF 120 SECONDS.
BOMB BOOST	10	BOMBARDIER	BOMB DAMAGE IS INCREASED BY 30%, INCLUDING SLIME S AND SLIME COATING, AND COMBINATION RATE IS INCREASED TO 100%.
REC LEVEL	10	RECOVERY UP	EFFECTIVENESS OF HEALTH RECOVERY ITEMS INCREASED BY 25%.
	-10	RECOVERY DOWN	EFFECTIVENESS OF HEALTH RECOVERY ITEMS DECREASED BY 25%.
WIDE-RANGE	10	WIDE-RANGE +1	THE EFFECT OF CERTAIN ITEMS IS TRANSFERRED TO COMPANIONS IN THE SAME AREA AT DECREASED EFFICACY.
	20	WIDE-RANGE +2	THE EFFECT OF CERTAIN ITEMS IS TRANSFERRED TO COMPANIONS IN THE SAME AREA AT NORMAL EFFICACY.
LASTINGPWR	10	ITEM USE UP	INCREASE EFFECT TIME OF CERTAIN ITEMS BY 1.5X.
	-10	ITEM USE DOWN	DECREASE EFFECT TIME OF CERTAIN ITEMS BY 33%.
HUNGER	10	HALVE HUNGER	HALVES MAXIMUM STAMINA DEPLETION SPEED.
	15	NEGATE HUNGER	STAMINA NEVER DEPLETES.
	-10	RAISE HUNGER	RAISES MAXIMUM STAMINA DEPLETION SPEED BY 50%.
	-15	DOUBLE HUNGER	DOUBLES MAXIMUM STAMINA DEPLETION SPEED.
GLUTTONY	10	GOURMAND	EFFECTIVENESS OF STAMINA INCREASING ITEMS IS INCREASED 25% OF THE TIME.
	15	SCAVENGER	EFFECTIVENESS OF STAMINA INCREASING ITEMS IS INCREASED. 33% CHANCE OF HEALTH RECOVERY ITEMS INCREASING STAMINA.
EATING	10	SPEED EATING +1	INCREASES MEAT- AND ITEM-CONSUMING SPEED.
	15	SPEED EATING +2	INCREASES MEAT- AND ITEM- CONSUMING SPEED OF ADDITIONAL ITEMS.
	-10	SLOW EATER	INCREASES MEAT- AND ITEM- CONSUMING SPEED.
CARNIVORE	10	MEAT LOVER	EATING RAW MEAT INCREASES STAMINA BY 50; EATING RARE/WELL-DONE STEAK, COOL MEAT OR HOT MEAT STOPS STAMINA GAUGE FROM DECREASING FOR ONE MINUTE.
COMBO RATE	10	COMBINATION +20%	INCREASES SUCCESS RATE OF ITEM COMBINATION BY 20%.
	15	COMBINATION +45%	INCREASES SUCCESS RATE OF ITEM COMBINATION BY 45%.
	-10	COMBINATION -10%	DECREASES SUCCESS RATE OF ITEM COMBINATION BY 10%.
	-15	COMBINATION -20%	DECREASES SUCCESS RATE OF ITEM COMBINATION BY 20%.
COMBO PLUS	10	COMBINATION PRO	ALWAYS GIVES THE MAXIMUM POSSIBLE ITEMS GIVEN BY A COMBINATION.
GATHERING	10	GATHERING +1	SOMETIMES INCREASES CHANCES OF GAINING ITEMS FROM GATHERING POINTS. (27/32 TO 29/32)
	15	GATHERING +2	OFTEN INCREASES CHANCES OF GAINING ITEMS FROM GATHERING POINTS. (27/32 TO 31/32)
	-10	GATHERING -1	DECREASES CHANCES OF GAINING ITEMS FROM GATHERING POINTS. (27/32 TO 23/32)
SPD GATHER	10	SPEED GATHERER	INCREASES CARVING, GATHERING, BUG CATCHING, AND MINING SPEED.
WHIM	10	SPIRIT'S WHIM	DECREASES LIKELIHOOD OF PICKAXE, BUG NETS, BOOMERANGS, HARPOONS, AND HORNS BREAKING BY 25%.
	15	DIVINE WHIM	DECREASES LIKELIHOOD OF PICKAXE, BUG NETS, BOOMERANGS, HARPOONS, AND HORNS BREAKING BY 50%.
	-10	SPECTRE'S WHIM	INCREASES LIKELIHOOD OF PICKAXE, BUG NETS, BOOMERANGS, HARPOONS, AND HORNS BREAKING BY 25%.
	-15	DEVIL'S WHIM	INCREASES LIKELIHOOD OF PICKAXE, BUG NETS, BOOMERANGS, HARPOONS, AND HORNS BREAKING BY 50%.
HONEY	10	HONEY HUNTER	WHEN GATHERING HONEY OR ROYAL HONEY FROM A HIVE OR ALTAROTH, TWO UNITS WILL BE GATHERED.
CHARMER	10	CHARM CHASER	WHEN A TALISMAN IS DISCOVERED DURING MINING, THERE IS A 20% CHANCE THAT TWO WILL BE GATHERED.
FATE	10	GOOD LUCK	OCCASIONALLY INCREASES NUMBER OF REWARD ITEMS RECEIVED. (22/32 TO 26/32)
	15	GREAT LUCK	OFTEN INCREASES NUMBER OF REWARD ITEMS RECEIVED. (22/32 TO 29/32)
	-10	BAD LUCK	OCCASIONALLY DECREASES THE NUMBER OF REWARD ITEMS RECEIVED. (22/32 TO 16/32)
	-15	HORRIBLE LUCK	OFTEN DECREASES THE NUMBER OF REWARD ITEMS RECEIVED. (22/32 TO 8/32)
CARVING	10	CARVING PRO	PREVENTS CARVING FROM BEING INTERRUPTED FROM ANYTHING BUT WIND PRESSURE.
	15	CARVING MASTER	PREVENTS CARVING FROM BEING INTERRUPTED FROM ANYTHING BUT WIND PRESSURE AND INCREASES NUMBER OF CARVES BY 1.
TRANQUILZR	10	CAPTURE EXPERT	INCREASES LIKELIHOOD OF OBTAINING MORE REWARD ITEMS FOR CAPTURED LARGE MONSTERS.
	15	CAPTURE MASTER	SIGNIFICANTLY INCREASES LIKELIHOOD OF OBTAINING MORE REWARD ITEMS FOR CAPTURED LARGE MONSTERS.
PERCEPTION	10	CAPTURE GURU	PAINTED MONSTER WILL CHANGE COLORS WHEN THEY CAN BE CAPTURED.

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SKILL NAME	POINTS EARNED	SKILL EARNED	FUNCTION
PSYCHIC	10	DETECT	66% CHANCE OF DISPLAYING UNPAINTED MONSTER'S LOCATION EVERY 5 MINUTES; INCREASES AMOUNT OF INFORMATION SHOWN WHEN MONSTER IS PAINTED.
	15	AUTOTRACKER	AUTOMATICALLY DISPLAYS LOCATION OF MONSTER ON MAP WITHOUT PAINT.
TRANSPORTR	10	PRO TRANSPORTER	MOVEMENT SPEED INCREASED WHILE CARRYING EGGS, POWDERSTONES AND OTHER LARGE ITEMS AND ALLOWS FALLING FROM HIGH PLACES WITHOUT DROPPING ITEM.
RANGER	10	OUTDOORSMAN	IMPROVES FISHING AND COOKING RESULTS DURING QUESTS AND ALWAYS DISPLAYS THE MAP, EVEN WITHOUT MAP ITEM.
ANTI-THEFT	10	ANTI-THEFT	ITEMS WILL NOT BE STOLEN FROM MONSTERS THAT CAN STEAL ITEMS.
SPEEDSETUP	10	TRAP MASTER	INCREASES SPEED OF SETTING TRAPS AND BARREL BOMBS AND INCREASES COMBINATION RATE WHEN CREATING ITEMS IN A QUEST.
FLAME AURA	10	FLAME AURA	CAUSES MONSTERS TO REACT AS IF YOU ARE CARRYING A TORCH EVEN WHEN YOU AREN'T.
OXYGEN	10	ENDLESS OXYGEN	STOPS DEPLETION OF THE OXYGEN GAUGE.
	-10	SHORT BREATH	INCREASES CONSUMPTION OF THE OXYGEN GAUGE BY 25%.
CURRENTRES	10	CURRENT RES (LO)	NEGATES SOME OF THE WATER CURRENTS CAUSED BY LARGE MONSTERS.
	15	CURRENT RES (HI)	NEGATES MOST OF THE WATER CURRENTS CAUSED BY LARGE MONSTERS.
SWIMMING	10	OLYMPIC SWIMMER	INCREASES MOVEMENT SPEED IN WATER.
	-10	DOGGY PEDDLER	DECREASES MOVEMENT SPEED IN WATER.
SEA LEGS	10	OCEAN'S BLESSING	GRANTS CURRENT RES (HI), OLYMPIC SWIMMER AND ENDLESS OXYGEN.
POTENTIAL	10	ADRENALINE +1	GAIN 40 DEFENSE WHEN HEALTH IS BELOW 40% OF MAXIMUM.
	15	ADRENALINE +2	GAIN 45 DEFENSE AND 30% ATTACK BOOST WHEN HEALTH IS BELOW 40% OF MAXIMUM.
	-10	WORRYWART	SUFFER 30% ATTACK PENALTY AND GAIN 21 DEFENSE WHEN HEALTH IS BELOW 40% OF MAXIMUM.
SURVIVOR	10	FORTIFY	FAINTING ONCE INCREASES ATTACK BY 10% AND DEFENSE BY 15%, FAINTING TWICE INCREASES ATTACK BY 20% AND DEFENSE BY 30%. EFFECT IS ONLY APPLIED TWICE.
GLOVES OFF	10	LATENT POWER +1	AFTER SUFFERING 180 POINTS OF DAMAGE WITHIN 5 MINUTES, AFFINITY IS INCREASED BY 30% AND STAMINA CONSUMPTION IS DECREASED BY 50%.
	15	LATENT POWER +2	AFTER SUFFERING 180 POINTS OF DAMAGE WITHIN 5 MINUTES, AFFINITY IS INCREASED BY 50% AND STAMINA CONSUMPTION IS DECREASED BY 75%.
SPIRIT	10	CHALLENGER +1	ATTACK POWER IS INCREASED BY 10 AND AFFINITY BY 10% WHEN IN THE SAME AREA AS AN ENRAGED MONSTER.
	15	CHALLENGER +2	ATTACK POWER IS INCREASED BY 25 AND AFFINITY BY 20% WHEN IN THE SAME AREA AS AN ENRAGED MONSTER.
UNSCATHED	10	PEAK PERFORMANCE	INCREASES ATTACK SIGNIFICANTLY WHEN HEALTH IS FULL.
FREEELEMNT	10	AWAKEN	RELEASES THE LATENT ELEMENTAL PROPERTIES IN WEAPONS THAT DON'T HAVE ELEMENTS.
BLIGHT RES	10	BLIGHTS NEGATED	NEGATES EFFECT OF FIRE, WATER, THUNDER, ICE AND DRAGON BLIGHTS.
UNSHAKABLE	10	ROCK STEADY	KNOCKDOWN EFFECTS ARE REDUCED, ALSO GRANTS WIND PROOF (LO), EARPLUGS AND CURRENT RES (LO).
GUTS	10	GUTS	WHEN HEALTH IS ABOVE 64, HUNTER WILL SURVIVE A SINGLE ATTACK THAT WOULD CAUSE FAINTING. ONLY OCCURS ONCE UNLESS HUNTER FAINTS.
TEAMPLAYER	10	SHAKALAKA RALLY	KAYAMBA AND CHA-CHA ATTACK AND DEFENSE IS INCREASED BY 10% AND STAMINA RECOVERY IS INCREASED BY 50%.
TEAMLEADER	10	SHAKALAKA CHEER	KAYAMBA AND CHA-CHA WILL BE INSTANTLY REVIVED WHEN THEY ARE SIGNALED. ONLY WORKS ONCE EVERY 10 MINUTES.
FURY	10	WRATH AWOKEN	AT ABOVE 40% HEALTH GUTS IS ACTIVATED WHILE AT BELOW 40% HEALTH ADRENALINE +2 IS ACTIVATED.
STATUS RES	10	WELLNESS	NEGATES POISON, PARALYSIS, SLEEP AND STUN.
EDGEMASTER	10	HONED BLADE	ENABLES SHARPNESS +1 AND ATTACK UP (L).
STEADYHAND	10	SILVER BULLET	NORMAL S, PIERCE S, RAPID AND PIERCE ARROWS ATTACK INCREASED BY 10%, PELLET S ATTACK INCREASED BY 20%, SPREAD ARROW INCREASED BY 30%.
AUTO-GUARD	10	AUTO-GUARD	ATTACKS ARE AUTOMATICALLY GUARDED IF HUNTER IS NOT ATTACKING, ROLLING OR USING A WEAPON WITHOUT GUARD.

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Moga Woods



Welcome to Moga Village! This quaint fishing town serves as a base during your Monster Hunting adventures. While small, Moga has a wide array of features and attractions making it the perfect home for the enterprising Hunter.

In Moga Village, you can find facilities to improve your weapons and purchase new items, as well as a personal fishing fleet to send on their own adventures! Making full use of Moga Village's features is key to succeeding in *Monster Hunter 3 Ultimate*. Make sure to constantly keep in touch with the Moga inhabitants!

Moga Woods Layout

1 Pier

The Pier is your disembarking point for every Quest you take from the Quest Counter. After you take a Quest, move to the Pier and press Ⓐ to be on your way!grants you various Felyne skills as well as increases your Health and Stamina.

2 Quest Counter

You become very familiar with the Quest Counter and the Guild Sweetheart that works there over your Monster Hunter adventures. The Quest Counter is where you get all the Quests in Moga Village. Talk to the Guild Sweetheart and choose your Quest to get started.

3 Canteen

The Canteen is a tiny kitchen run by the Itinerant Cook, a Felyne with ambitions of becoming a master chef. At the Canteen, you can purchase food before every Quest that grants you various Felyne skills as well as increases your Health and Stamina.







CANTEEN MENU

Each combination of meals and cooking styles offers a variety of bonuses, some set and some random. In the accompanying table you can find information on the following:

Ingredients: The two ingredients chosen for a meal.

Cooking Style: The method of cooking chosen to prepare the meal, either sauté, stew, steam, or fry.

Stat Bonus: The stat bonus provided for eating the meal. The Stat Boosts you get from Canteen meals differ depending on how far you've progressed through the game. You get larger Boosts as you reach higher difficulties. The kitchen upgrades when you reach High-Rank, and then again when you reach G-Rank.

Added Skill: The skill added by the ingredient combo. Some skills are always given while others are selected randomly from a pool, depending on whether the meal is from food or drinks. The list of random skills is located in the Daily Skills section.

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CANTEEN RECIPES AND EFFECTS

INGREDIENTS	COOKING STYLE	STAT BONUS	ADDED SKILL 1	ADDED SKILL 2	ADDED SKILL 3
Meat + Meat	Sauté	Attack Up	Daily Skill (Normal) 1	Daily Skill (Normal) 2	—
	Stew	Attack Up	Daily Skill (Normal) 1	Daily Skill (Normal) 2	—
	Steam	Attack Up	Daily Skill (Normal) 1	Daily Skill (Normal) 2	—
	Fry	Attack Up	Daily Skill (Normal) 1	Daily Skill (Normal) 2	—
Meat + Fish	Sauté	Attack Up	Felyne Polisher	Daily Skill (Normal) 1	—
	Stew	Attack Up	Felyne Slugger	Daily Skill (Normal) 1	—
	Steam	Attack Up	Felyne Specialist	Daily Skill (Normal) 1	—
	Fry	Attack Up	Felyne Black Belt	Daily Skill (Normal) 1	—
Meat + Grains	Sauté	Attack Up	Felyne Riser (Lo)	Daily Skill (Normal) 1	—
	Stew	Attack Up	Felyne Groomer	Daily Skill (Normal) 1	—
	Steam	Attack Up	Felyne Escape Artist	Daily Skill (Normal) 1	—
	Fry	Attack Up	Felyne Slider	Daily Skill (Normal) 1	—
Meat + Veggies	Sauté	Attack Up	Felyne Thundercaller	Daily Skill (Normal) 1	—
	Stew	Attack Up	Felyne Icebreaker	Daily Skill (Normal) 1	—
	Steam	Attack Up	Felyne Firestarter	Daily Skill (Normal) 1	—
	Fry	Attack Up	Felyne Waterbearer	Daily Skill (Normal) 1	—
Meat + Dairy	Sauté	Attack Up	Felyne Sharpshooter	Daily Skill (Normal) 1	—
	Stew	Attack Up	Felyne Temper	Daily Skill (Normal) 1	—
	Steam	Attack Up	Felyne Bombardier	Daily Skill (Normal) 1	—
	Fry	Attack Up	Felyne Combiner (Lo)	Daily Skill (Normal) 1	—
Meat + Drinks	Sauté	Attack Up	Felyne Pyro	Daily Skill (Drinks) 1	—
	Stew	Attack Up	Felyne Heroics	Daily Skill (Drinks) 1	—
	Steam	Attack Up	Felyne Hurler	Daily Skill (Drinks) 1	—
	Fry	Attack Up	Cool Cat	Daily Skill (Drinks) 1	—
Fish + Fish	Sauté	Oxygen Gauge Up	Daily Skill (Normal) 1	Daily Skill (Normal) 2	—
	Stew	Oxygen Gauge Up	Daily Skill (Normal) 1	Daily Skill (Normal) 2	—
	Steam	Oxygen Gauge Up	Daily Skill (Normal) 1	Daily Skill (Normal) 2	—
	Fry	Oxygen Gauge Up	Daily Skill (Normal) 1	Daily Skill (Normal) 2	—
Fish + Grains	Sauté	Defense Up	Felyne Medic	Daily Skill (Normal) 1	—
	Stew	Defense Up	Felyne Weakener	Daily Skill (Normal) 1	—
	Steam	Defense Up	Felyne Defender (Lo)	Felyne Riser (Hi)	—
	Fry	Defense Up	Felyne Defender (Hi)	Daily Skill (Normal) 1	—
Fish + Veggies	Sauté	Fire Res Up	Felyne Swimmer	Felyne Trainer	Daily Skill (Normal) 1
	Stew	Water Res Up	Felyne Swimmer	Felyne Trainer	Daily Skill (Normal) 1
	Steam	Thunder Res Up	Felyne Swimmer	Felyne Trainer	Daily Skill (Normal) 1
	Fry	Ice Res Up	Felyne Swimmer	Felyne Trainer	Daily Skill (Normal) 1
Fish + Dairy	Sauté	Oxygen Gauge Up	Felyne Gatherer	Felyne Woodsman	Felyne Climber (Hi)
	Stew	Oxygen Gauge Up	Felyne Gatherer	Felyne Courage	Felyne Escape Artist
	Steam	Oxygen Gauge Up	Felyne Supercat	Felyne Escape Artist	Felyne Lander
	Fry	Oxygen Gauge Up	Felyne Fisher	Felyne Climber (Hi)	Felyne Lander
Fish + Drinks	Sauté	—	Felyne Explorer	Daily Skill (Drinks) 1	Daily Skill (Drinks) 2
	Stew	—	Felyne Gamechanger	Daily Skill (Drinks) 1	Daily Skill (Drinks) 2
	Steam	—	Felyne Supplier	Felyne Charisma	Daily Skill (Drinks) 1
	Fry	—	Felyne Combiner (Hi)	Felyne Combiner (Lo)	Daily Skill (Drinks) 1
Grains + Grains	Sauté	Defense Up	Daily Skill (Normal) 1	Daily Skill (Normal) 2	—
	Stew	Defense Up	Daily Skill (Normal) 1	Daily Skill (Normal) 2	—
	Steam	Defense Up	Daily Skill (Normal) 1	Daily Skill (Normal) 2	—
	Fry	Defense Up	Daily Skill (Normal) 1	Daily Skill (Normal) 2	—
Grains + Veggies	Sauté	Defense Up	Felyne Firestarter	Daily Skill (Normal) 1	—
	Stew	Defense Up	Felyne Waterbearer	Daily Skill (Normal) 1	—
	Steam	Defense Up	Felyne Thundercaller	Daily Skill (Normal) 1	—
	Fry	Defense Up	Felyne Icebreaker	Daily Skill (Normal) 1	—
Grains + Dairy	Sauté	Defense Up	Felyne Oracle	Daily Skill (Normal) 1	—
	Stew	Defense Up	Felyne Combiner (Hi)	Daily Skill (Normal) 1	—
	Steam	Defense Up	Felyne Dungmaster	Daily Skill (Normal) 1	—
	Fry	Defense Up	Felyne Firewalker	Daily Skill (Normal) 1	—
Grains + Drinks	Sauté	Defense Up	Felyne Balancer	Daily Skill (Drinks) 1	—
	Stew	Defense Up	Felyne Acrobat	Daily Skill (Drinks) 1	—
	Steam	Defense Up	Felyne Insomniac	Daily Skill (Drinks) 1	—
	Fry	Defense Up	Felyne Moxie	Daily Skill (Drinks) 1	—
Veggies + Veggies	Sauté	—	Daily Skill (Normal) 1	Daily Skill (Normal) 2	Daily Skill (Normal) 3
	Stew	—	Daily Skill (Normal) 1	Daily Skill (Normal) 2	Daily Skill (Normal) 3
	Steam	—	Daily Skill (Normal) 1	Daily Skill (Normal) 2	Daily Skill (Normal) 3
	Fry	—	Daily Skill (Normal) 1	Daily Skill (Normal) 2	Daily Skill (Normal) 3
Veggies + Dairy	Sauté	Fire Res Up	Felyne Firestarter	Felyne Groomer	—
	Stew	Water Res Up	Felyne Waterbearer	Felyne Groomer	—
	Steam	Thunder Res Up	Felyne Thundercaller	Felyne Groomer	—
	Fry	Ice Res Up	Felyne Icebreaker	Felyne Groomer	—
Veggies + Drinks	Sauté	Dragon Res Up	Felyne Dragonslayer	Felyne Slider	—
	Stew	Oxygen Gauge Up	Felyne Swimmer	Felyne Escape Artist	—
	Steam	Dragon Res Up	Felyne Firestarter	Felyne Thundercaller	Felyne Icebreaker
	Fry	—	Felyne Moxie	Felyne Bombardier	Felyne Woodsman

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INGREDIENTS	COOKING STYLE	STAT BONUS	ADDED SKILL 1	ADDED SKILL 2	ADDED SKILL 3
Dairy + Dairy	Sauté	—	Felyne Foodie	Daily Skill (Normal) 1	—
	Stew	—	Felyne Foodie	Daily Skill (Normal) 1	—
	Steam	—	Felyne Foodie	Daily Skill (Normal) 1	—
	Fry	—	Felyne Foodie	Daily Skill (Normal) 1	—
Dairy + Drinks	Sauté	Tipsy	Lucky Cat	Unlucky Cat	Daily Skill (Drinks) 1
	Stew	Tipsy	Felyne Carver (Lo)	Unlucky Cat	Daily Skill (Drinks) 1
	Steam	Tipsy	Felyne Booster	Daily Skill (Drinks) 1	—
	Fry	Tipsy	Felyne Kickboxer	Daily Skill (Drinks) 1	—
Drinks + Drinks	Sauté	Tipsy	Unlucky Cat	Daily Skill (Drinks) 1	Daily Skill (Drinks) 2
	Stew	Tipsy	Unlucky Cat	Daily Skill (Drinks) 1	Daily Skill (Drinks) 2
	Steam	Tipsy	Unlucky Cat	Daily Skill (Drinks) 1	Daily Skill (Drinks) 2
	Fry	Tipsy	Unlucky Cat	Daily Skill (Drinks) 1	Daily Skill (Drinks) 2

Daily Skills

Many of the Felyne skills you can earn are only granted randomly. Also, certain skills are only available when you eat a meal with drinks and some are only available after reaching certain difficulties.

The accompanying table provides information on the following:

Skill Name: Name of the skill earned. Skills marked with (1) can only be earned at High-Rank difficulty while skills marked with (2) are only obtainable at G-Rank difficulty.

Normal/Drinks: Confirms if the skill is available for earning skills marked "Daily Skill (Normal)" or if they're available for "Daily Skill (Drinks)."

DAILY SKILLS

SKILL NAME	NORMAL	DRINKS
Felyne Temper	Yes	—
Felyne Medic	Yes	Yes
Felyne Acrobat	Yes	Yes
Felyne Supercat	Yes	Yes
Felyne Strongcat	Yes	Yes
Felyne Riser (Lo)	Yes	Yes
Felyne Riser (Hi)	Yes	Yes
Felyne Foodie	Yes	Yes
Felyne Supercarver	Yes	Yes
Felyne Carver (Lo) (1)	—	Yes
Felyne Carver (Hi)	—	Yes
Felyne Gamechanger	Yes	Yes
Felyne Heroics	Yes	Yes
Felyne Pyro	Yes	—
Felyne Charisma	Yes	Yes
Felyne Exchanger (2)	Yes	Yes
Felyne Trainer	Yes	—
Cool Cat	Yes	Yes
Felyne Slugger	Yes	Yes
Felyne Groomer	Yes	—
Felyne Fighter	Yes	Yes
Felyne Polisher	Yes	Yes
Felyne Dungmaster	Yes	—
Felyne Bulldozer	Yes	—
Felyne Gatherer	Yes	—
Felyne Sharpshooter	Yes	Yes
Felyne Kickboxer	Yes	Yes
Felyne Balancer	Yes	—
Felyne Swimmer	Yes	—
Felyne Hornblower	Yes	Yes

SKILL NAME	NORMAL	DRINKS
Felyne Slider	Yes	—
Felyne Oracle	Yes	—
Felyne Black Belt	Yes	Yes
Felyne Booster	Yes	Yes
Felyne Courage	Yes	—
Felyne Lander	Yes	—
Felyne Combiner (Lo)	Yes	—
Felyne Combiner (Hi)	Yes	—
Felyne Climber (Lo)	Yes	—
Felyne Climber (Hi)	Yes	—
Felyne Fisher	Yes	—
Felyne Supplier (1)	Yes	—
Felyne Woodsman	Yes	—
Felyne Escape Artist	Yes	—
Felyne Hunter	Yes	—
Felyne Specialist	Yes	Yes
Felyne Moxie	Yes	Yes
Felyne Deflector	Yes	—
Felyne Explorer (1)	Yes	—
Felyne Firewalker	Yes	—
Felyne Insomniac	Yes	—
Felyne Defender (Lo)	Yes	—
Felyne Defender (Hi)	Yes	—
Felyne Bombardier	Yes	—
Felyne Blaster	Yes	Yes
Felyne Weakener	Yes	Yes
Crazy Lucky Cat (1)	Yes	Yes
Lucky Cat (1)	Yes	Yes
Ultra Lucky Cat	—	Yes
Unlucky Cat	—	Yes

4 Village Chief

The wise Village Chief is your main contact for new story developments in Moga Village. He also gives you tips about the Quest you're about to take as well as general hunting tips. Be sure to chat with him once and a while; you might learn something!



5 Your House

Your House is where you store extra items and equipment. It's also where you bed down after a grueling day of Hunting. The Red Box in your room holds your stored items and equipment, so go there if you need to unload some materials or put on a new weapon. If you want to gussy up the place, you can talk to the Chamberlyne and get some fancy decorations for display.



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6 Armory

The Armory is a little store where you can purchase weapons and armor with straight cash, no materials required. The Armory doesn't have much selection, so only use it when you want to start over on a weapon tree and have tons of zenny to blow.



7 Smithy

The Wyverian Artisan at the Smithy will quickly become one of your best pals, as you need to chat with him whenever you want to upgrade weapons or purchase new armor. He can also create decorations to augment your skills and equip new attachments on your Bowguns! Be sure to chat with him whenever you defeat a new large monster to check out the possible equipment you can create.



8 Moga Village Entrance

Traveling down this path leads to the Moga Woods, a free hunting area where you can hunt as long as you want without fear of losing zenny! Killing enemies in Moga Woods earns you Resource points, which you can use to fulfill Village Requests, farm for new materials, and send out your Hunting Fleet. Be sure to drop by the Moga Woods every once and a while. Take out some monsters and build up your Village!



MOGA WOODS MONSTERS

At the beginning of the game, Moga Woods is mostly uninhabited and only small monsters live there. As you complete Village Quests, large monsters start to appear. This gives you the chance to hunt them without worrying about fainting. Check the Moga Forecast to see which monsters will be there and at what time of day.

The accompanying table provides information on the following:

Time of Day: Certain monsters are only found in Moga Woods at particular times of day. Also, the time of day determines the strength of the monsters. Day features Low-Rank monsters while at Night you encounter High-Rank monsters.

Monster: The name of the large monster.

Village Level: What Village level you need to reach before the monster unlocks.

Unlock Requirement: What Quest or other action you need to complete before the monster appears in the woods.

Rare Value: The value, in stars, of the Rare Good the monster drops.

DAY MONSTERS

MONSTER	VILLAGE LEVEL	UNLOCK REQUIREMENT	RARE VALUE
Great Jaggi	9	Village ★2 "Pain in the Plains"	★1
Qurupeco	12	Village ★3 "Playing with Fire"	★2
Royal Ludroth	13	Village ★3 "Save Our Boat"	★2
Rathian	18	Village ★4 "Dragon Lady"	★3
Lagiacrus	22	Village ★5 "Walk 'n' Roll," Village ★5 "The Desert Gourmand"	★2, ★4
Rathalos	23	Complete Request "The Ancient Mask" and obtain it	★4

NIGHT MONSTERS

MONSTER	VILLAGE LEVEL	UNLOCK REQUIREMENT	RARE VALUE
Purple Ludroth	28	Village ★6 "Poison Control"	★3
Arzuros	28	Village ★6 "Double Jeopardy"	★2
Qurupeco	28	Village ★6 "Siren's Song"	★3
Crimson Qurupeco	28	Village ★6 "Bye-Bye, Bloom"	★3
Great Jaggi	28	Village ★6 "Field Trip"	★2
Great Wroggi	28	Village ★6 "Toxic Troublemaker"	★2
Barroth	28	Village ★6 "Leading the Charge"	★4
Rathian	28	Village ★6 "The Merchant's Mission"	★4
Pink Rathian	28	Village ★6 "Pink Queen of the Peaks"	★5
Royal Ludroth	28	Village ★6 "Current Events"	★3
Plesioth	30	Village ★7 "Splash Damage"	★5
Gobul	30	Village ★7 "Scene of the Crime"	★4
Great Baggi	30	Village ★7 "Leader of the Icepack"	★2
Volvidon	30	Village ★7 "Rockslide"	★3
Uragaan	32	Village ★8 "The Volcano's Fury"	★5
Diablos	32	Village ★8 "The Horned Wyvern"	★5
Duramboros	32	Village ★8 "The Moving Mountain"	★5
Lagiacrus	32	Village ★8 "The Fisherman's Fiend"	★5
Rathalos	32	Village ★8 "Masked Robbery"	★5
Brachydios	33	Village ★8 "'Brachydios' Means Trouble!"	★5
Zinogre	35	Village ★9 "Howl at the Moon"	★6
Nargacuga	35	Village ★9 "Jumping at Shadows"	★6
Azure Rathalos	35	Village ★9 "Azure Attack"	★6
Steel Uragaan	37	Village ★9 "Ace in the Hole"	★5
Black Diablos	37	Village ★9 "Midnight Madness"	★5
Ivory Lagiacrus	39	Village ★9 "Conqueror of Land and Sea"	★7
Deviljho	39	Village ★9 "Into the Fire"	★7

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MOGA WOODS RESOURCE POINTS & REWARDS

After turning in your Hunt Report to the Chief's Son, you are given Resource points and Rewards that you can only get for defeating Moga enemies. These drops are usually useful for trading with the Argosy Captain or using to enhance your crops.

The accompanying table provides the following information:

Monster: The name of the monster.

Time: When you can find the monster. Large Monsters that appear during the Day and Night both have different drops, but some monsters can only be found at one time of day. If "Both" is listed, then the monster can be located at Night and at Day.

Kill: How many Resource points you are given for killing the monster.

Cap.: How many Resource points you are given for capturing the monster.

Items: What items you can possibly be rewarded after turning in a Hunt Report.

%: Chance you have of receiving each possible reward. For large monsters, there is a different % for killing and capturing the monster; each is listed separately. If the numbers aren't separated, then they're the same for both capturing and killing the monster.

MOGA WOODS SMALL MONSTER REWARDS

MONSTER	TIME	KILL	ITEM 1	%	ITEM 2	%	ITEM 3	%
Felyne	Both	0pt	Whetfish	45%	Sushifish	35%	Nothing	20%
Aptonoth	Both	1pt	Dung	55%	Raw Meat	30%	Nothing	15%
Aptonoth (Large)	Both	1pt	Super-sized Dung	95%	Giant Skull/★1	—	—	
Epioth	Both	5pt	Raw Meat	55%	Power Paddle	25%	Nothing	20%
Altaroth	Both	1pt	Shroom Germ	40%	Nothing	30%	Fish Finder	30%
Giggi	Day	3pt	Nothing	45%	Fish Finder	40%	Gold Needle	15%
Fish	Both	3pt	Fish Finder	45%	Beautiful Scale	30%	Nothing	25%
Kelbi	Both	2pt	Shroom Germ	60%	Nothing	25%	Funky Pheromones	15%
Kelbi (Rare)	Both	2pt	Fine Pelt	100%	—	—	—	—
Jaggi	Both	5pt	Curved Fang	60%	Nothing	25%	Pittance Fang	15%
Jaggia	Both	10pt	Curved Fang	55%	Pittance Fang	43%	Moonlight Fang	2%
Baggi	Night	6pt	Curved Fang	60%	Nothing	25%	Pittance Fang	15%
Bnahabra	Both	3pt	Funky Pheromones	70%	Nothing	30%	—	—
Bnahabra (Giant)	Day	3pt	Gold Needle	95%	Queen Needle/★1	5%	—	—
Bnahabra (Giant)	Night	3pt	Platinum Needle	95%	Queen Needle/★1	5%	—	—
Bullfango	Night	13pt	Bulky Pelt	75%	Nothing	20%	Excellent Fang/★1	5%
Wroggi	Night	6pt	Curved Fang	60%	Nothing	25%	Pittance Fang	15%
Melynx	Both	0pt	Sushifish	45%	Whetfish	35%	Nothing	20%
Ludroth	Both	13pt	Power Paddle	50%	Perfect Paddle	35%	Nothing	15%

MOGA WOODS LARGE MONSTER REWARDS

MONSTER	TIME	KILL	CAP.	ITEM 1	KILL/CAP. %	ITEM 2	KILL/CAP. %	ITEM 3	KILL/CAP. %	ITEM 4	KILL/CAP. %
Arzuros	Night	200pt	250pt	Glossy Scale	40%/35%	Pink Liver	25%/30%	Savory Bear Paw/★2	20%/25%	Nothing	15%/10%
Deviljho	Night	1500pt	1800pt	Glittering Scale	35%	Wyverngold Lode	25%	Worldeater Belly/★7	25%/30%	Nothing	15%/10%
Uragaan	Night	1000pt	1300pt	Glittering Scale	35%	Wyverngold	30%	Bag of Zs/★5	25%/30%	Nothing	10%/5%
Steel Uragaan	Night	1200pt	1300pt	Glittering Scale	35%/40%	Wyverngold Lode	30%	Bag of Zs/★5	25%/30%	Nothing	10%/5%
Plesioth	Night	1000pt	1300pt	Glittering Scale	35%/30%	Wyverngold	25%/30%	Prime Plesioth/★5	25%/30%	Nothing	15%/10%
Qurupeco	Day	300pt	400pt	Stunning Quill	40%/35%	Pink Liver	25%/30%	Flamboyant Quill/★2	20%/25%	Nothing	15%/10%
Qurupeco	Night	300pt	400pt	Dust of Life	40%/35%	Pink Liver	25%/30%	Peco Pipes/★3	20%/25%	Nothing	15%/10%
Crimson Qurupeco	Night	400pt	500pt	Dust of Life	40%/35%	Pink Liver	25%/30%	Peco Pipes/★3	20%/25%	Nothing	15%/10%
Zinogre	Night	1000pt	1300pt	Glittering Scale	40%	Wyverngold	25%	Zinogre Head/★6	25%/30%	Nothing	10%/5%
Gobul	Night	500pt	650pt	Wyverngold	40%	Lightcrystal	25%	Tender Liver/★4	25%/30%	Nothing	10%/5%
Diablos	Night	1000pt	1300pt	Glittering Scale	35%	Wyverngold	25%	Diablos Heart/★5	25%/30%	Nothing	10%/5%
Black Diablos	Night	1200pt	1600pt	Glittering Scale	35%	Wyverngold	25%	Diablos Heart/★5	25%/30%	Nothing	10%/5%
Great Jaggi	Day	150pt	200pt	Pink Liver	40%	Giant Skull/★1	25%/30%	Moonlight Fang	20%	Nothing	15%/10%
Great Jaggi	Night	150pt	200pt	Pink Liver	40%	Thick Skull/★2	25%/30%	Mooncatcher Fang	20%	Nothing	15%/10%
Great Baggi	Night	200pt	250pt	Mega Demondrug	40%	Thick Skull/★2	25%/30%	Mooncatcher Fang	20%	Nothing	15%/10%
Great Wroggi	Night	200pt	250pt	Mega Armorskin	40%	Thick Skull/★2	25%/30%	Mooncatcher Fang	20%	Nothing	15%/10%
Duramboros	Night	1000pt	1300pt	Glittering Scale	40%	Ancient Potion	25%	Duram Truffle/★5	25%/30%	Nothing	10%/5%

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MONSTER	TIME	KILL	CAP.	ITEM 1	KILL/CAP. %	ITEM 2	KILL/CAP. %	ITEM 3	KILL/CAP. %	ITEM 4	KILL/CAP. %
Nargacuga	Night	1000pt	1300pt	Glittering Scale	30%	Wyverngold	30%	Nargacuga Eye/★6	25%/30%	Nothing	15%/10%
Brachydios	Night	1000pt	1300pt	Glittering Scale	35%	Wyverngold	25%	Large Obsidian/★5	25%/30%	Nothing	15%/10%
Barroth	Night	500pt	650pt	Pink Liver	35%	Goldmine Fang	25%	Quality Mud Pack/★4	25%/30%	Nothing	15%/10%
Lagiacrus	Day	1000pt	1300pt	Ancient Skin Oil/★2	35%	Wyverngold	25%	Sea-King's Scale/★4	25%/30%	Nothing	15%/10%
Lagiacrus	Night	1000pt	1300pt	Glittering Scale	35%	Wyverngold	25%	Supersized Scale/★5	25%/30%	Nothing	15%/10%
Ivory Lagiacrus	Night	1200pt	1600pt	Glittering Scale	35%	Wyverngold Lode	25%	Alabaster Scale/★7	25%/30%	Nothing	15%/10%
Volvidon	Night	250pt	300pt	Glossy Scale	40%/35%	Pink Liver	25%/30%	Volvidon Tongue/★3	20%/25%	Nothing	15%/10%
Rathian	Day	800pt	1000pt	Wyverngold	35%/30%	Glittering Scale	30%/35%	Queen's Spirit/★3	25%/30%	Nothing	10%/5%
Rathian	Night	800pt	1000pt	Wyverngold	35%/30%	Glittering Scale	30%/35%	Rathian Loin/★4	25%/30%	Nothing	10%/5%
Pink Rathian	Night	1000pt	1200pt	Wyverngold	35%/30%	Glittering Scale	30%/35%	P.Rathian Loin/★5	25%/30%	Nothing	10%/5%
Rathalos	Day	1000pt	1300pt	Glittering Scale	40%	Wyverngold	25%	Vermillion Scale/★4	25%/30%	Nothing	10%/5%
Rathalos	Night	1000pt	1300pt	Glittering Scale	40%	Wyverngold	25%	Rathalos Ribs/★5	25%/30%	Nothing	10%/5%
Azure Rathalos	Night	1200pt	1300pt	Glittering Scale	35%	Wyverngold	25%	Celestial Scale/★6	25%/30%	Nothing	15%/10%
Royal Ludroth	Day	450pt	600pt	Moonlight Fang	40%/35%	Fortune Fang	25%	Ancient Skin Oil/★2	20%/30%	Nothing	15%/10%
Royal Ludroth	Night	450pt	600pt	Mooncatcher Fang	40%/35%	Fortune Fang	25%	Billowy Mane/★3	20%/30%	Nothing	15%/10%
Purple Ludroth	Night	550pt	750pt	Mega Dash Juice	40%/35%	Goldmine Fang	25%	Billowy Mane/★3	20%/30%	Nothing	15%/10%

9 Ferry

This Ferry takes you to Tanzia Port, where you can embark on a new series of more difficult Quests. Tanzia Port is also where you can find the series of Arena Quests where you can participate in various Hunting training exercises. Any DLC Quests you download are also located in Tanzia. Be sure to head there whenever you receive a new Quest!

10 Market

This general store sells a variety of goods needed for your Hunting adventure. You can find Gathering Items like Pickaxes and Bug Nets, restorative items like Herbs, and informative guides on each of the monsters found in *MH3U*. Don't forget to stop by here before a Quest to get yourself outfitted!

11 Hunting Fleet

The Hunting Fleet is a series of boats that go on their own quests, independent of your hunts, and gather materials from all around the vast ocean. Sending the Hunting Fleet on a journey requires spending some Resource points, but the materials they bring back are well worth it.







HUNTING FLEET REWARDS LIST

There are 11 different areas your Hunting Fleet can travel, each with its own unique materials, trip cost, and voyage time. In the accompanying table, you can find information on the following:

Area Name: The area you are sending your Fleet.

Cost: How many Resource points you need to spend to send a Fleet ship on a journey.

Time: How many days that need to pass before your Fleet ship returns. A day passes whenever you go on a Quest and return.

Lvl Required: The level your Hunting Fleet ship needs to leave on a Quest.

Reward/Reward %: The item, as well as the chance you have of receiving each item.

(A)/(B): Certain items are only rewarded after the village is built up high enough.(A) indicates rewards for low-level village while (B) indicates rewards for high-level village.

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From the Library of Hao Feng

MOGA COAST—30PTS, 2 DAYS, ★-★★★

REWARD	REWARD %
Shining Starfish	20%
Sushifish x3	15%
Pin Tuna x2	15%
Popfish x5	10%
Sleepyfish x2	10%
Humspun Conch (A)	5%
Humspun Conch x4 (B)	5%
Whetfish x6	5%
Whetfish x4	5%
Sushifish x2	5%
Popfish x4	5%
Shining Starfish x2	5%

DARK WATERS—30PTS, 2 DAYS, ★-★★★

REWARD	REWARD %
Broken Shell	15%
Aquaglow Jewel	15%
Iron Ore	15%
Steel Egg	15%
Airweed x2 (A)	10%
Incomplete Crown	7%
Stone x2	7%
Airweed x4 (B)	6%
Rusted Fragment (A)	6%
Royal Crest (B)	5%
Large Barrel x3	5%
Rusted Fragment x4 (B)	5%
Small Barrel x3	5%

NEARBY ISLAND—50PTS, 2 DAYS, ★-★★★

REWARD	REWARD %
Hydro Hide x3	20%
Immature Sponge x3	15%
Monster Fluid	15%
Altaroth Stomach (A)	10%
Hydro Hide+ (B)	10%
Screamer x2 (A)	10%
Bnahabra Shell (A)	10%
Monster Bone M	10%
Blue Kelbi Horn	5%
Altaroth Stomach x2 (B)	5%
Bomb Sac x3	5%
Screamer x4 (B)	5%
Bnaha Carapace (B)	5%
Bnahabra Shell x2 (B)	5%

MOGA SHALLOWS—80PTS, 3 DAYS, ★★-★★★

REWARD	REWARD %
Armorfish Morsel	20%
Wanchovy x3	15%
Humspun Conch (A)	10%
Humspun Conch x3 (B)	10%
Bomb Arowana x4	10%
Burst Arowana x4	8%
Scatterfish x4	7%
Scatterfish x3	5%
Armorfish Morsel x2	5%
Pin Tuna x8	5%
Burst Arowana x3	5%
Shining Starfish	5%
Sleepyfish x8	5%

MOGA DEEP—150PTS, 4 DAYS, ★★★

REWARD	REWARD %
Glutton Tuna x2	15%
Scatterfish x2	15%
Wanchovy x2	15%
Mystic Narwhal x2	10%
Blue Cutthroat (B)	5%
Humspun Conch x2 (A)	5%
Glutton Tuna x3	5%
Small Goldenfish x2	5%
Mystic Narwhal x2	5%
Armorfish Morsel	5%
Burst Arowana x4	5%

LEGENDARY TIDES—150PTS, 6 DAYS, ★★★★

REWARD	REWARD %
Mystic Narwhal x2 (A)	25%
Mystic Narwhal x2 (B)	24%
Lrg Lobstershell (B)	15%
Armorfish Morsel x3 (A)	15%
Wanchovy x6 (A)	10%
Bomb Arowana x6	10%
Pin Tuna x6	10%
Wanchovy x10 (B)	6%
Blue Cutthroat (B)	5%
Humspun Conch x3 (A)	5%
Scatterfish x8	5%
Armorfish Morsel x9 (B)	5%
Burst Arowana x8	5%
Shining Starfish x10	5%
Sleepyfish x6	5%
Atlantis Crab	5%

MOGA STRAIT—80PTS, 3 DAYS, ★★-★★★

REWARD	REWARD %
Steel Egg	21%
Broken Shell x2	15%
Incomplete Crown	12%
Machalite Ore (A)	12%
Rusted Fragment (A)	10%
Dragonite Ore (B)	10%
Stone x6	7%
Carbalite Ore (B)	7%
Airweed x3	5%
Crown's Gemstone	5%
Large Fragment (B)	5%
Black Pearl	5%
Iron Pickaxe x2	5%
Silver Egg	3%

ABYSSAL VOLCANO—150PTS, 4 DAYS, ★★★

REWARD	REWARD %
Black Pearl	22%
Broken Shell x4	14%
Pelagicite Ore (A)	14%
Crown's Gemstone	13%
Stone x3	12%
Pelagicite Ore x2 (B)	7%
Bathycite Ore (B)	7%
Mega Pickaxe	7%
Airweed x3	5%
Silver Egg x2	5%
Rusted Fragment x3 (A)	5%
Slender Fragment (B)	5%
Golden Egg	3%

PIRATE'S TOMB—150PTS, 6 DAYS, ★★★★

REWARD	REWARD %
Silver Egg	18%
Sunspire Jewel	15%
Crown's Gemstone	12%
Stone x3 (A)	11%
Broken Shell x4	11%
Royal Crest (B)	10%
Pirate Booty	10%
Armor Stone (A)	8%
Stone x7 (B)	5%
Jumbo Pearl x2	5%
Golden Egg	5%
Rusted Fragment x4 (A)	5%
Long Fragment (B)	5%
Armor Stone x2 (B)	4%

DISTANT ISLE—100PTS, 3 DAYS, ★★-★★★

REWARD	REWARD %
Dash Extract	20%
Gobul Hide	20%
R.Ludroth Scale x2	15%
Paralysis Sac	15%
Spongy Hide (A)	10%
Monster Bone L (A)	10%
Spongy Hide x2 (B)	5%
R.Ludroth Scale+ (B)	5%
Gobul Hide+ (B)	5%
Gobul Spike	5%
Fertile Mud x2	5%
Monster Bone L x2 (B)	5%

NO-MAN'S LAND—150PTS, 4 DAYS, ★★★

REWARD	REWARD %
Lagiacrus Scale	20%
Pale Extract	15%
Flame Sac	15%
Lagiacrus Hide (A)	10%
Sleep Sac	10%
Poison Sac	10%
Monster Bone L x2	10%
Monster Bone M x3	10%
Lagiacrus Hide x2 (B)	5%
Lagiacrus Scale	5%

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From the Library of Hao Feng

12 Argosy Captain

This unique otoko (which means "man") is a sailor who travels around the world gathering materials from all sorts of different ports. You can trade items with him to receive a wide array of unique and useful items. You can also trade items found in Moga Woods for other unique and valuable Rare Goods! He also has items that can upgrade your Hunting Fleet and teach your Shakalaka friends new Dances. Be sure to chat with him whenever he's in town!



RARE GOODS

Outside of normal items that can be traded for, you can also get many Rare Goods from the Argosy. These are mostly items you can't get anywhere else! These items can't be traded through normal trading; you must trade rare items obtained from killing large monsters in the Moga Woods. These items have a ★ rating attributed to them and can only be traded for items of equal or lesser ★ rating. A ★2 Rare Good can only be traded for with a ★2 or higher item. Check out the Moga Woods section for info on how to find all of the rare items.

In the accompanying table, you can find the following information:

Route: The Route the Argosy needs to travel for the item to be available.

Item: The name of the item being traded for.

★: Value of the item in ★s.

Requirement: The requirement to unlock the item. In most cases, items are made available as you raise your Village Level. But in a few cases, you need to complete a specific Quest (or all Quests!) to unlock an item.

FARMER REALM ITEMS

ITEM	★	REQUIREMENT
Double BBQ Spit	★1	Village Level 8
Book of Combos 4	★1	Village Level 8
Poogie	★1	Village Level 8
Eggie Poogie	★7	Complete Village ★9 Quest Mark of a Hero
Prismshroom Lamp	★2	Village Level 15
Sandstone Plant	★2	Village Level 8
Marshland Plant	★4	Village Level 28
Snowflake Plant	★6	Village Level 30
Iron Figure	★4	Village Level 28
Machalite Figure	★5	Village Level 35
Dragonite Figure	★6	Village Level 39
Captain Plus	★1	Village Level 11
Redspear Plus	★2	Village Level 13
Blackspear Plus	★2	Village Level 17
Pygmelion	★1	Village Level 11
Angel Leotard	★2	Village Level 11
Sleepy Sheepy	★3	Village Level 15
Hog in a Frog	★4	Village Level 15
Bindshroom	★2	Village Level 8
Heftcorn	★5	Village Level 28
Bumblepumpkin	★5	Village Level 28

HUNTER REALM ITEMS

ITEM	★	REQUIREMENT
Waka-Waka Dance	★2	Village Level 11
Treasure Tracker	★1	Village Level 11
Spare Spear	★1	Village Level 11
Book of Combos 5	★2	Village Level 11
Adv Armor Sphere	★2	Village Level 28
Hrd Armor Sphere	★3	Village Level 32
Qurupeco Lamp	★4	Village Level 30
Rath Poogie	★6	Village Level 39
Kelbi Horn Objet	★2	Village Level 15
Twisted Horn Objet	★5	Village Level 28
MohranFang Objet	★6	Village Level 32
Oceanic Fountain	★3	Village Level 15
Bubbly Fountain	★5	Village Level 30
Magma Fountain	★6	Village Level 35
Prize Gold Sword	★7	Complete Village ★9 Quest Mark of a Hero
Weapon Codex	★3	Village Level 22
Bowgun Codex	★6	Village Level 30
Armorcharm	★3	Village Level 22
Powercharm	★4	Village Level 22

WYVERIAN HUB ITEMS

ITEM	★	REQUIREMENT
Ethnic Wyvernmeat	★2	Village Level 15
Hunter Tome	★1	Village Level 15
Seven Lives Tome	★2	Village Level 15
Captain Max	★2	Village Level 15
Redspear Max	★3	Village Level 15
Blackspear Max	★4	Village Level 17
Gatherer Tome	★2	Village Level 22
Last Stand Tome	★3	Village Level 22
Boom-Boom Dance	★3	Village Level 22
Guildie (Red)	★4	Village Level 22
Guildie (Green)	★6	Village Level 28
Guildie (Blue)	★7	Village Level 39
Great Poogi	★4	Village Level 22
Sirensea Lamp	★5	Village Level 30
Model Sandskiff	★6	Village Level 32
Model Airship	★6	Village Level 35
Model Poogieship	★7	Complete all Village Quests
False Felyne	★4	Village Level 27
Stink Mask	★5	Village Level 28
Whetstone Mask	★6	Village Level 30
Idol Mask	★7	Village Level 32
Bombardier Tome	★2	Village Level 27

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From the Library of Hao Feng

13 Stockpile

At the Stockpile, you can find the Chief's Son who keeps an eye on Moga Woods. Talk to him to find out the latest happenings in the woods, such as new monsters that can be found there. He can also tell you about Requests from the villagers in town, which can be completed to upgrade your village!



VILLAGE REQUESTS

New Requests become available as you complete Quests in the village and raise your village's level by finishing Requests, Quests, and upgrading the Fishing Fleet. In the table of Requests, you can find the following information:

Request Name: Name of the Request.

Unlock Requirements: How the Request is unlocked. Generally this is through raising your village level, but it can also be done after completing certain Quests or filling other Requests.

Reward: What you're given after fulfilling the Request.

Points: How many Resource points you need to turn in to complete the Request.

Items: What items and the amount you need to turn in the Request.

REQUESTS

NAME	UNLOCK	REWARD	POINTS	ITEMS
Fix Up the Camp!	Village Level 1	Gain Village Level 2	30pt	—
Smarts & Crafts	Village Level 2	Gain Village Level 3	—	Iron Ore
New Shroom Box!	Village Level 7	Raise Mushroom Box to Lv2	80pt	—
New Insect Box!	Village Level 8	Get Insect Box Lv1	150pt	Monster Fluid
A Field Trip?	Village Level 9	Raise Field to Lv2	300pt	Dung x2, Super-sized Dung
New Honey Box!	Village Level 11	Get Lv1 Honey Box	300pt	Cactus Flower x2, Earth Crystal x2
Fluffy Mask	Village Level 12	Get Fluffy Mask	400pt	Qurupeco Feather x2, Warm Pelt x2, Velvety Hide x2
Insecti-pride?	Village Level 13	Raise Insect Box to Lv2	400pt	Funky Pheromones x4, Carpenterbug x3
Grill Mask	Village Level 14	Get Grill Mask	400pt	Double BBQ Spit, Flintstone, Fire Herb x3
Super Shroom Box	Village Level 15	Raise Mushroom Box to LvMAX	500pt	Monster Fluid, Shroom Germ+ x3, Big Fin
Honey to Burn	Village Level 15	Raise Honey Box to Lv2	400pt	Dash Extract, Cactus Flower x2, Bizzy Bees x2
Reel Deal	Village Level 15	Fish Ingredients Level Up	500pt	Gobul Whisker, Bone x10, Frog x3
Field of Dreams	Village Level 16	Field Level Up	500pt	Fertile Mud x2, Super-sized Dung x2, Catalyst x2
Milk Run	Village Level 17	Milk Ingredients Level Up	500pt	Ivy x10, Mega Nutrients x10, Pale Extract x2
Lamp Mask	Village Level 18	Get Lamp Mask	500pt	Flame Sac, Gobul Lantern, Machalite Ore x4
Calling All Bugs	Village Level 19	Raise Insect Box to LvMAX	500pt	BugMaker! Pro x4, Killer Beetle x3
Ancient Mask	Village Level 22	Can get Ancient Mask from behind waterfall at the Farm	500pt	Lagiacrus Scale x2, Sharqskin, Pelagicite Ore x4
One Chance	Village Level 24	Gain Village Level 25	1500pt	Gigginox Hide x2, Rath Talon x2, Machalite Ore x8
The Bee's Knees	Village Level 26	Raise Honey Box to LvMAX	500pt	Pale Extract, Cactus Flower x4, Bizzy Bees x2
Nulberry Mask	Village Level 28	Get Nulberry Mask	800pt	Nulberry x5, Bathycite Ore x2, King Scarab x3
Yeast Rising	Village Level 28	Grain Ingredients Level Up	800pt	Shroom Germ+ x5, Slagtoth Hide+ x5, Torrent Sac x2
Gargwa Mask	Complete Village ★6 Quest Under the Yolk	Get Gargwa Mask	800pt	Gargwa Feather x5, C.Peco Scale+, Lifecrystals x3
Dragonship Duty	Village Level 30	Unlock Village ★7 Quest Rumble in the Great Desert and Tavern ★5 Quest [Canteen]Rumble in the Great Desert	2000pt	Rathian Carapace x2, Barroth Ridge+ x2, Carbalite Ore x10
Mock Melynx	Vollage Level 30	Get Mock Melynx	800pt	Pawprint Stamp x3, Volvi Carapace x2, Gobul Hide+ x2
Artillery Mask	Complete Village ★7 Quest Rumble in the Great Desert	Get Artillery Mask	800pt	Carbalite Ore x8, Inferno Sac x2, Mohran Carapace
Pitfall Mask	Village Level 32	Get Pitfall Mask	1000pt	Pitfall Trap x3, Nibelsnarf Hide+ x2, Fucium Ore x2
Rathalos Mask	Village Level 38	Get Rathalos Mask	1200pt	Firecell Stone x3, Rathalos Plate, Rathalos Scale+ x3

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From the Library of Hao Feng

TRADABLE ITEMS

You can trade items to the Chief's Son for Resource points without needing to kill monsters. If you need points but don't necessarily want to take a journey into Moga Woods, consider trading some of your extra materials for Resources.

In the accompanying table, you can find the following information:

Item: Name of the item you can trade.

Value: How many points the item is worth.

Time: The earliest you can find the item. If nothing is listed, then you can find the item immediately.

TRADABLE ITEMS

ITEM	VALUE	NAME
Broken Shell	30pt	—
Fossil Piece	50pt	—
Giant Fossil	200pt	Village Level 28
Abalone Piece	100pt	—
Dragonbone Piece	150pt	—
Odd Egg	320pt	—
Jumbo Pearl	100pt	—
Sharqskin	190pt	—
Strange Beak	320pt	—
Wonderful Beak	600pt	Village Level 28
Quality Sponge	1000pt	—
Gobul Whisker	1200pt	Village Level 28
Duramboros Hump	1500pt	Village Level 28
Rusted Fragment	150pt	—
Large Fragment	300pt	Village Level 28
Slender Fragment	300pt	Village Level 28
Long Fragment	300pt	Village Level 28
Sushifish	3pt	—
Whetfish	2pt	—
Popfish	1pt	—
Sleepyfish	3pt	—
Wanchovy	15pt	—
Pin Tuna	3pt	—
Burst Arowana	3pt	—
Bomb Arowana	9pt	—
Scatterfish	10pt	—
Humspun Conch	40pt	—
Glutton Tuna	25pt	—
Blue Cutthroat	150pt	Village Level 28
Pinnacle Coin	150pt	HR3
Hunter King Coin	250pt	HR6
Beast Coin	100pt	—
Leviathan Coin	110pt	—
Flying Coin	120pt	—
Bird Coin	120pt	HR3
Piscine Coin	210pt	HR3
Brute Coin	230pt	HR3
Lrg Lobstershell	1000pt	Village Level 28
Black Pearl	30pt	—
Iron Ore	5pt	—
Earth Crystal	10pt	—
Machalite Ore	25pt	—
Dragonite Ore	40pt	—
Pelagicite Ore	15pt	—
Isisium	15pt	—
Ice Crystal	15pt	—
Firestone	50pt	—
Lightcrystal	50pt	—
Fucium Ore	150pt	HR3
Firecell Stone	150pt	HR3
Purecrystal	500pt	HR6
Meldspar Ore	450pt	HR6
Allfire Stone	500pt	HR6

14 Farm Entrance

The village farm is down this path. This is where you can grow your own materials. You can find more information about the farm on the next page.





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Farm

Venture out of the south side of Moga Village and you'll run into the Farm, a quaint area where you can cultivate crops and pet a piggy.

The primary function of the Farm is to create useful items for combining so you don't have to spend as much time gathering. Keeping up with your Farm is important for becoming a master hunter!

Farm Functions

The Farm can produce four kinds of materials: plants, mushrooms, honey, and bugs. Each of these functions is unlocked shortly after beginning the game. You start out with only a single Felyne farmer, but additional Feylnes return to the Farm as you progress through the game.





To start producing goods at the Farm, talk to the Head Farmer to send one of your farmers to work. They work on producing the item you select as long as you tell them to. How long you can set a farmer to work depends on the box's level—the higher the level, the longer they can work.

To start farming you must spend Resources. Different items cost different Resources—the more valuable the item, the higher the cost in Resources.

You can produce more goods at a time by adding some fertilizer, which is found by defeating enemies in Moga Woods. Fertilizers help you make more items at a lower Resource cost, so you should try to add in fertilizers whenever you can.

Upgrading the Farm

As you progress through the game, the Chief's Son occasionally tells you when the Farm is ready to upgrade. Complete a Request to earn the upgrade—they're often well worth it.

Higher level Boxes can produce items for longer, requiring you to visit the Farm less often, and also produce more items a day—a Lv1 Box only produces 2-4 items a day, but a LvMax Box can produce 6-8!

Upgrade Farm Boxes incrementally—LvMax upgrades only become available after the Lv2 Upgrade is purchased.

Farmable Items and Success Rates

Depending on the item you're trying to farm, there's a slim chance the item can fail. This list shows each item that can be farmed, it's success rate, and how many Resource points it requires to be farmed per day.

Items in this table:

Box: The Box used to farm an item—Field, Mushroom, Honey, or Insect.
Item: Name of the item.
Success %: Percentage chance the item will successfully be cultivated. If an item fails, you get a failure item, which varies depending on the box.
Res. Cost: Cost in Resource points to cultivate the item for one day.

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FIELD—FAILURE ITEM: HUSKBERRY

ITEM	SUCCESS %	RES. COST
Herb	95%	5pt
Antidote Herb	95%	5pt
Sap Plant	95%	10pt
Paintberry	95%	10pt
Sleep Herb	95%	10pt
Fire Herb	80%	20pt
Needleberry	95%	5pt
Dragonfell Berry	60%	100pt
Hot Pepper	80%	20pt
Cactus Flower	80%	20pt
Airweed	95%	10pt
Scatternut	80%	20pt
Ivy	95%	10pt
Might Seed	80%	80pt
Adamant Seed	80%	80pt
Bomberry	80%	20pt
Nulberry	80%	20pt

MUSHROOM BOX—FAILURE ITEM: WORM

ITEM	SUCCESS %	RES. COST
Blue Mushroom	80%	5pt
Parashroom	70%	20pt
Exciteshroom	70%	30pt
Dragon Toadstool	70%	300pt
Toadstool	80%	10pt
Nitroshroom	80%	20pt

HONEY BOX—FAILURE ITEM: INSECT HUSK

ITEM	SUCCESS %	RES. COST
Honey	80%	40pt

INSECT BOX—FAILURE ITEM: INSECT HUSK

ITEM	SUCCESS %	RES. COST
Bitterbug	95%	20pt
Godbug	60%	100pt
Yambug	95%	10pt
Bughopper	95%	10pt
Snakebee Larva	95%	20pt
Flashbug	80%	80pt
Thunderbug	60%	300pt

Your Pal, Poogie

Alongside your Felyne farmers, you'll also find the adorable pet Poogie, who you can make your own precious pet. Before he becomes truly yours, you must perfectly pet him several times. Approach Poogie and press the A button to interact with him, then select Snuggle. Wait for the exclamation point to appear, then press A again and he'll become yours for life!

You can also change Poogie into one of several different outfits. Three of these are available by default, but the others can only be acquired by trading with the Argosy Captain.



Poogie Outfits



EMPEROR'S NEW DUDS



MEMORIAL STRIPES



PRETTY IN PINK



PYGMELION



ANGEL LEOTARD



SLEEPY SHEEPY

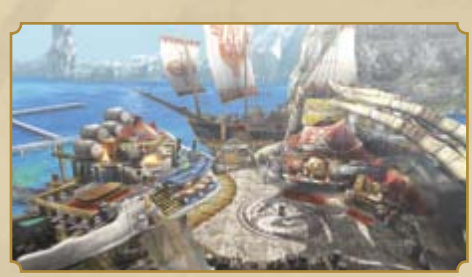


HOG IN A FROG

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Tanzia Port





Tanzia Port is a bustling hub where you can meet up with players for multiplayer hunts as well as take advantage of several unique features not normally available in Moga Woods.

In Tanzia you discover many of the features you'd normally find in Moga Woods along with a few bonus facilities that are not normally available.

In Tanzia, you can find the following facilities and people/Felynes.

1—Quest Departure Exit: This is where you need to go to depart on a Quest from Tanzia Port.

2—Item Box: Functions similarly to the Blue Item Box in your House. Check this to change your equipment and store items.

3—Quest Board: The Quests other players buy show up on the Quest Board. Check here whenever you're playing multiplayer to go on a cooperative Quest.

4—Quest Counter: Here is where you can set up Quests for yourself and everyone playing in multiplayer.

5—Guildmaster: The head of the Tanzia Hunter's Guild allows you to set up your Hunters for Hire info. The Guildmaster also occasionally hooks you up with VE Tickets, which you can trade to the Veggie Elder.

6—Arena Quest Counter: Here you can set up Arena Quests, which are special challenges where you receive a premade set of armor to fight various monsters. More info on the Arena is found in the Arena section.

7—Canteen: Much like the Canteen in Moga, you can purchase a meal here to pump up your Hunter before a Quest.

8—Guild Store: Much like the Market in Moga Village, this item store has many useful hunting items. The Guild Store also gets new items that you normally can't buy with zenny in the Village, like Book of Combos 4 & 5, and Power and Armorcharms. Check here when you reach HR2 and HR3 to see what new items they stock.

9—Bed: Use this to save the game.

10—The Ferry: The Ferry takes you back to Moga Woods, but in Tanzia it also lets you check on your Farm without leaving! Talk to Neko (which means "cat") to check on your Farm while you play multiplayer.

11—Felyne Courier: This Felyne activates and manages your StreetPass data, which automatically sends your Guild Card to people you pass by. Getting certain amounts of StreetPasses might entitle you to a reward!

12—Granny Go-To: This Wyverian saleswoman sells various useful items that you can't normally find in the store! More info on her can be found in the Granny Go-To section.

13—The Smithy: The Smithy in Tanzia lets you buy and upgrade weapons and armor without needing to travel back to Moga Village. Otherwise, he's the same as the Smithy in Moga.

14—The Armory: Much like the Moga Woods Armory, you can buy weapons and armor here with just zenny. There are several sets of armor that can only be obtained here, so be sure to check it out!

15—Savvy Tabby: This Felyne gives you game tips and tells you about various things going on in the *MH3U* world. If you talk to him whenever Kayamba and Cha-Cha's Chum-Chum level increases, he gives you a Chum-Chum Ticket.

16—Aptonoth: When you interact with the Aptonoth, you have a chance of getting free Dung! You can only say "hi" to this guy once an in-game day.

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Granny Go-To

This traveling Wyverian saleslady offers many items the Guild Store and Market don't sell, like insects, fish, and premade Barrel Bombs! Be sure to check her wares often to see what items she has in stock.

The items she sells change every day but follow one of four patterns:

PATTERN 1

ITEM	COST
Antidote Herb	20z
Sleep Herb	50z
Fire Herb	44z
Ice Crystal	600z
Sap Plant	24z
Felvine	14z
Ivy	75z
Scatternut	82z
Needleberry	22z
Paintberry	60z
Bomberry	120z
Might Seed	280z
Adamant Seed	220z
Blue Mushroom	24z
Nitroshroom	60z
Toadstool	75z
Parashroom	150z
Dung	10z
Dragon Toadstool	400z
Sleepyfish	90z
Scatterfish	300z
Burst Arowana	90z
Bomb Arowana	270z
Whetfish	135z
Pin Tuna	190z
Popfish	38z
Psychoserum	300z
Farcaster	300z
Bounce Bomb	180z
Airweed	40z
Exciteshroom	180z
Sushifish	90z

PATTERN 2

ITEM	COST
Antidote Herb	20z
Fire Herb	44z
Sap Plant	24z
Felvine	14z
Mega Fishing Fly	30z
Godbug	420z
Nutrients	760z
Herbal Medicine	250z
Catalyst	480z
Psychoserum	300z
Dung Bomb	160z
Farcaster	300z
Gunpowder	222z
Bomb Casing	150z
Poisoned Meat	188z
Tinged Meat	300z
Drugged Meat	315z
Bone Husk S	30z
Monster Bone S	100z
Wyvern Fang	58z
Wyvern Claw	180z
Bird Wyvern Fang	80z
Parashroom	150z
Dragon S	100z
Bitterbug	20z

PATTERN 3 (SALE)

ITEM	COST
Herb	10z
Sleep Herb	25z
Antidote Herb	10z
Fire Herb	22z
Ice Crystal	300z
Sap Plant	12z
Felvine	7z
Hot Pepper	22z
Scatternut	41z
Needleberry	11z
Bomberry	60z
Dung	5z
Whetfish	67z
Pin Tuna	95z
Popfish	19z
Worm	10z
Bughopper	30z
Snakebee Larva	150z
Psychoserum	150z
Farcaster	150z
Small Barrel	40z
Large Barrel	105z
Bird Wyvern Fang	40z
Parashroom	75z
Yambug	15z
Huskberry	1z
Bone Husk S	15z

PATTERN 4 (SALE)

ITEM	COST
Herb	10z
Antidote Herb	10z
Fire Herb	22z
Sap Plant	12z
Felvine	7z
Psychoserum	150z
Farcaster	150z
Trap Tool	100z
Barrel Bomb S	78z
Barrel Bomb L	259z
Bounce Bomb	90z
Old Pickaxe	30z
Pickaxe	80z
Old Bug Net	15z
Bug Net	40z
Whetstone	40z
Field Horn	240z
Binoculars	25z
Poisoned Meat	94z
Tinged Meat	150z
Drugged Meat	157z
BBQ Spit	560z
Fishing Harpoon	70z
Thunderbug	150z
Oxygen Supply	120z
Tranquilizer	75z
Smoke Bomb	218z
Cleanser	70z
Deodorant	40z

Arena

Alongside the usual Guild Counter where you can access the multiplayer-capable Tavern Quests, you can also find a series of Arena Quests which pit you against a specific monster in an enclosed Arena with predetermined gear and items. You won't use any of your own equipment in these Quests; instead, you are given a set of weapons and armor making this a real Hunting challenge!

In the Arena, you can earn unique Coin items that cannot be acquired anywhere else. Also, each fight is timed and you can earn one of three ranks for completing the fight as fast as possible.

Some Arena Quests can be played with other Hunters, giving you a better chance to take out your enemy.

In this section, you can find a list of each Arena Quest, how to unlock it, and what equipment sets you'll use in battle.

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Grudge Match Quests



GRUDGE MATCH: LAGOMBI

QUEST DATA

QUEST LEVEL	LOCATION	REWARD	TIME LIMIT	ELIGIBILITY	MAX PLAYERS	SUCCESS	FAILURE	UNLOCK
★	Land Arena	1000z	30 mins.	—	1 player	Hunt a Lagombi	Reward at 0 (faint 3 times), Time up	—

RANK & TIME REQUIRED

RANK	TIME
S-Rank	04:00
A-Rank	06:00
B-Rank	30:00

QUEST REWARDS

REWARD	%
Beast Coin	100%
Beast Coin x2	35%
Armor Sphere	35%
Energy Drink	15%
Raw Meat x2	10%
Voucher	5%

HUNTER LOADOUTS

TYPE	LONG SWORD	DUAL BLADES	GUNLANCE	SWITCH AXE	HEAVY BOWGUN
Weapon	Arzuros Naginata+	Dual Hatchets+	Iron Gunlance+	Bone Smasher	Tropeco Gun
Head	Hunter's Helm	Ludroth Cap	Bnahabra Headpiece	—	—
Torso	Rhenoplos Mail	Hunter's Mail	Loc Loc Shawl	Qurupeco Mail	Duramboros Vest
Arms	Ingot Vambraces	Ludroth Vambraces	Bnahabra Gloves	—	Chainmail Gloves
Legs	Chainmail Belt	Ludroth Faulds	Loc Lac Kilt	Qurupeco Coil	Leather Belt
Feet	Rhenoplos Greaves	Ludroth Greaves	Jaggi Greaves	Loc Lac Boots	Duramboros Leggings
Talisman	Knight Talisman	Knight Talisman	Knight Talisman	Knight Talisman	Knight Talisman
Attack	396	168	230	460	207
Element	—	—	—	—/Power Phial	—
Affinity	0%	0%	0%	0%	0%
Defense	48	56	35	34	30
Skills	Focus	Marathon Runner	Quick Sheath	Evasion +1	Constitution +1
Item 1	Potion x10	Potion x10	Potion x10	Potion x10	Potion x10
Item 2	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10
Item 3	Ration x10	Ration x10	Ration x10	Ration x10	Ration x10
Item 4	Whetstone x20	Whetstone x20	Whetstone x20	Whetstone x20	Whetstone x20
Item 5	EZ Sonic Bomb	Paralysis Knife x4	Nulberry x3	Barrel Bomb L	Normal S Lv2 x99
Item 6	EZ Flash Bomb	—	EZ Shock Trap	Barrel Bomb S	Clust S Lv1
Item 7	—	—	—	Nulberry x2	Flaming S x15



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GRUDGE MATCH: PURPLE LUDROTH



QUEST DATA

QUEST LEVEL	LOCATION	REWARD	TIME LIMIT	ELIGIBILITY	MAX PLAYERS	SUCCESS	FAILURE	UNLOCK
★★	Land Arena	1000z	30 mins.	—	4 players	Hunt a Purple Ludroth	Reward at 0 (faint 3 times), Time up	—

RANK & TIME REQUIRED

RANK	TIME
S-Rank	06:00
A-Rank	12:00
B-Rank	30:00

QUEST REWARDS

REWARD	%
Leviathan Coin	100%
Leviathan Coin x2	35%
Armor Sphere+	25%
Raw Meat x2	20%
Energy Drink	15%
Voucher	5%

HUNTER LOADOUTS

TYPE	SWORD AND SHIELD	GREAT SWORD	GUNLANCE	HAMMER	LIGHT BOWGUN
Weapon	Hydra Knife+	Golem Blade	Jaggid Gunlance	Gaiasp	Valkyrie Fire
Head	Qurupeco Cap	Sword Saint Earring	Uragaan Helm	Bone Helm	Arzuros Cap
Torso	Jaggi Mail	Chainmail Vest	Barroth Mail	Bone Mail	Arzuros Vest
Arms	Qurupeco Vambraces	—	Hunter's Vambraces	Baggi Vambraces	Rathian Guards
Legs	Qurupeco Coil	—	Jaggi Faulds	Barioth Faulds	Rathian Coat
Feet	Bone Greaves	Chainmail Pants	Hunter's Greaves	Barioth Greaves	Rathian Leggings
Talisman	Knight Talisman	—	Knight Talisman	Knight Talisman	Knight Talisman
Attack	182	720	230	624	182
Element	—	—	—	—	—
Affinity	0%	0%	0%	0%	0%
Defense	53	59	63	70	40
Skills	Wide-Range +2	Mind's Eye	Artillery Novice	Knockout King	Recovery Up
Item 1	Potion x10	Potion x10	Potion x10	Potion x10	Potion x10
Item 2	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10
Item 3	Herb x10	Ration x10	Ration x10	Ration x10	Ration x10
Item 4	Ration x10	Whetstone x20	Whetstone x20	Whetstone x20	Antidote x10
Item 5	Whetstone x20	Antidote x10	Antidote x10	Antidote x10	EZ Flash Bomb x2
Item 6	Might Seed x2	Paralysis Knife x4	—	Barrel Bomb L	Poison Knife x5
Item 7	Adamant Seed x2	—	—	Barrel Bomb S	Normal S Lv2 x99
Item 8	Antidote x10	—	—	—	Pellet S Lv1 x60
Item 9	EZ Pitfall Trap	—	—	—	Pellet S Lv2 x60
Item 10	—	—	—	—	Flaming S x30

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GRUDGE MATCH: BARIOTH



QUEST DATA

QUEST LEVEL	LOCATION	REWARD	TIME LIMIT	ELIGIBILITY	MAX PLAYERS	SUCCESS	FAILURE	UNLOCK
★★	Land Arena	1000z	30 mins.	—	1 player	Hunt a Barioth	Reward at 0 (faint 3 times), Time up	—

RANK & TIME REQUIRED

RANK	TIME
S-Rank	04:00
A-Rank	06:00
B-Rank	30:00

QUEST REWARDS

REWARD	%
Flying Coin	100%
Flying Coin x2	35%
Armor Sphere+	20%
Raw Meat x2	20%
Energy Drink	15%
Voucher	10%

HUNTER LOADOUTS

TYPE	DUAL BLADES	LONG SWORD	LANCE	SWITCH AXE	BOW
Weapon	Bloodwings	Chainslaughter	Boros Spear	Pecospander	Morsel Bowfish
Head	Gigginox Helm	Yukumo Kasa	Agnaktor Helm	Rathian Helm	Nibelsnarf Cap
Torso	Bnahabra Suit	Yukumo Dogi	Ingot Mail	Rathian Mail	Nibelsnarf Vest
Arms	Gigginox Vambraces	Yukumo Kote	Ingot Vambraces	Rathian Vambraces	Nibelsnarf Guards
Legs	Bnahabra Coil	Duramboros Faulds	Ingot Coil	Rathian Faulds	—
Feet	Gigginox Greaves	Duramboros Greaves	Ingot Greaves	Agnaktor Greaves	Nibelsnarf Leggings
Talisman	Knight Talisman	Knight Talisman	Knight Talisman	Knight Talisman	Knight Talisman
Attack	182	396	322	552	156
Element	Poison 180	Li100	—	Fi140/Element Phial	—
Affinity	0%	0%	0%	0%	0%
Defense	73	55	115	97	45
Skills	Status Atk +1	Speed Sharpening	Guard +1, Taunt	Fire Atk +2	Quick Sheath, Speed Eating +1
Item 1	Potion x10	Potion x10	Potion x10	Potion x10	Potion x10
Item 2	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10
Item 3	Ration x10	Ration x10	Ration x10	Ration x10	Ration x10
Item 4	Whetstone x20	Whetstone x20	Whetstone x20	Whetstone x20	Power Coating x50
Item 5	Lifepowder x3	Might Seed x2	Paralysis Knife x5	Cleanser x5	Para Coating x20
Item 6	EZ Flash Bomb	Cleanser x2	Barrel Bomb L x2	EZ Barrel Bomb L x2	C.Range Coating x20
Item 7	EZ Shock Trap	Immunizer x5	Stone x2	—	Nulberry x3
Item 8	Cleanser x5	—	Cleanser x5	—	Book of Combos 1
Item 9	Nulberry x3	—	Nulberry x3	—	Book of Combos 2
Item 10	—	—	EZ Max Potion x3	—	Empty Phial x50
Item 11	—	—	—	—	Nitroshroom x20
Item 12	—	—	—	—	Whetfish x20
Item 13	—	—	—	—	Parashroom x10
Item 14	—	—	—	—	Barrel Bomb L x3
Item 15	—	—	—	—	Cleanser x5

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GRUDGE MATCH: PLESIOTH



QUEST DATA

QUEST LEVEL	LOCATION	REWARD	TIME LIMIT	ELIGIBILITY	MAX PLAYERS	SUCCESS	FAILURE	UNLOCK
★★★★	Water Arena	1500z	30 mins.	HR3 and Above	1 player	Hunt a Plesioth	Reward at 0 (faint 3 times), Time up	Clear T★2 Quest "Double Trouble"

RANK & TIME REQUIRED

RANK	TIME
S-Rank	08:00
A-Rank	15:00
B-Rank	30:00

QUEST REWARDS

REWARD	%
Pinnacle Coin	100%
Piscine Coin x2	35%
Adv Armor Sphere	20%
Raw Meat x3	20%
Energy Drink x2	15%
Voucher	10%

HUNTER LOADOUTS

TYPE	GREAT SWORD	SWORD AND SHIELD	LANCE	HAMMER	BOW
Weapon	Usurper's Storm	Djinn	Bella Nocuus	Brazenclout	Broken Heart
Head	Diablos Helm S	Piscine Mask S	Plesioth Cap	Lagiacrus Cap S	Gargwa Mask
Torso	Gigginox Mail U	Lagiacrus Mail U	Plesioth Mail	Arzuros Mail S	Mosgharl Ribguard
Arms	Lagiacrus Braces S	Lagiacrus Braces U	Ludroth Vambraces U	Barroth Vambraces U	Hunter's Guards S
Legs	Gigginox Faulds U	Piscine Belt S	Rath Heart Coil	Lagiacrus Faulds S	Mosgharl Fronds
Feet	Barroth Greaves	Piscine Breeches S	Rath Heart Greaves	Baggi Greaves S	Uragaan Leggings S
Talisman	King Talisman	King Talisman	King Talisman	King Talisman	—
Attack	768	210	333	936	204
Element	Li250	Fi180	Poison 150	—	Fi280
Affinity	0%	0%	0%	0%	0%
Defense	224	208	215	218	110
Skills	Focus	Olympic Swimmer, Current Res (Hi), Endless Oxygen, Defense Up (S)	Marathon Runner, Attack Down (S)	Weakness Exploit	Trap Master, Combination +45%
Item 1	Potion x10	Potion x10	Potion x10	Potion x10	Potion x10
Item 2	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10
Item 3	Ration x10	Ration x10	Ration x10	Ration x10	Ration x10
Item 4	Whetstone x20	Whetstone x20	Whetstone x20	Whetstone x20	EZ Max Potion x3
Item 5	Mega Nutrients	Mega Nutrients	EZ Flash Bomb	Might Seed	Mini Oxy Supply
Item 6	Paralysis Knife x5	Poison Knife x4	Air Philter	Mini Oxy Supply	EZ Barrel Bomb L x2
Item 7	Nulberry	EZ Shock Trap	—	Mega Nutrients	Bounce Bomb x10
Item 8	Airweed	Nulberry x2	—	Nulberry	Bounce Bomb+ x10
Item 9	Barrel Bomb L	—	—	—	Bomb Arowana x10
Item 10	—	—	—	—	C.Range Coating x20
Item 11	—	—	—	—	Empty Phial x20
Item 12	—	—	—	—	Whetfish x20
Item 13	—	—	—	—	Nulberry x3



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GRUDGE MATCH: GIGGINOX



QUEST DATA

QUEST LEVEL	LOCATION	REWARD	TIME LIMIT	ELIGIBILITY	MAX PLAYERS	SUCCESS	FAILURE	UNLOCK
★★★	Land Arena	1500z	30 mins.	HR3 and above	2 players	Hunt a Gigginox	Reward at 0 (faint 3 times), Time up	Clear T★2 Quest "Double Trouble"

RANK & TIME REQUIRED

RANK	TIME
S-Rank	06:00
A-Rank	15:00
B-Rank	30:00

QUEST REWARDS

REWARD	%
Pinnacle Coin	100%
Flying Coin x2	35%
Adv Armor Sphere	20%
Raw Meat x3	20%
Energy Drink x2	15%
Voucher	10%

HUNTER LOADOUTS

TYPE	LONG SWORD	DUAL BLADES	HUNTING HORN	SWITCH AXE	HEAVY BOWGUN
Weapon	Windeater	Gobul Stunprongs	Shadow Coffin	Pecospander+	Aquamatic "Needler"
Head	Gobul Helm S	Ludroth Helm S	Lagombi Helm S	Damascus Helm	Nargacuga Cap
Torso	Wroggi Mail S	Slagtoth Cloak	Qurupeco Mail	Alloy Mail S	Lagombi Vest
Arms	Ranger's Gauntlets	Diablos Vambraces U	Lagombi Vambraces	Alloy Vambraces	Barioth Guards U
Legs	Gobul Faulds S	Diablos Coil U	Barioth Faulds S	Alloy Coil S	Barioth Coat U
Feet	Gobul Greaves S	Ludroth Greaves S	Qurupeco Greaves S	Diablos Greaves U	Baggi Leggings
Talisman	King Talisman	King Talisman	King Talisman	King Talisman	King Talisman
Attack	429	210	644	690	251
Element	—	Paralysis 150	Poison 320	Fi150/Element Phial	—
Affinity	+20%	0%	0%	0%	+15%
Defense	235	234	186	199	97
Skills	Critical Eye +2	HG Earplugs	Horn Maestro, Evasion +1	Windproof (Lo), Negate Poison	Evade Extender
Item 1	Potion x10	Potion x10	Potion x10	Potion x10	Potion x10
Item 2	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10
Item 3	Ration x10	Ration x10	Ration x10	Ration x10	Ration x10
Item 4	Whetstone x20	Whetstone x20	Whetstone x20	Whetstone x20	Mega Nutrients
Item 5	Antidote x10	Antidote x10	EZ Max Potion	Mega Nutrients	Antidote x10
Item 6	EZ Pitfall Trap	Lifepowder	Paralysis Knife x5	EZ Barrel Bomb L	Normal S Lv2 x99
Item 7	—	—	Barrel Bomb L x3	Barrel Bomb S	Pierce S Lv2 x60
Item 8	—	—	Stone x3	EZ Shock Trap	Crag S Lv1 x9
Item 9	—	—	Immunizer	—	Pellet S Lv2 x60
Item 10	—	—	—	—	Flaming S x15
Item 11	—	—	—	—	Armor S

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From the Library of Hao Feng

GRUDGE MATCH: PINK RATHIAN



QUEST DATA

QUEST LEVEL	LOCATION	REWARD	TIME LIMIT	ELIGIBILITY	MAX PLAYERS	SUCCESS	FAILURE	UNLOCK
★	Land Arena	1500z	30 mins.	HR3 and above	4 players	Hunt a Pink Rathian	Reward at 0 (faint 3 times), Time up	Clear T★2 Quest "Double Trouble"

RANK & TIME REQUIRED

RANK	TIME
S-Rank	06:00
A-Rank	20:00
B-Rank	30:00

QUEST REWARDS

REWARD	%
Pinnacle Coin	100%
Flying Coin x2	35%
Adv Armor Sphere	20%
Raw Meat x3	20%
Energy Drink x2	15%
Voucher	10%

HUNTER LOADOUTS

TYPE	GREAT SWORD	SWORD AND SHIELD	GUNLANCE	HUNTING HORN	LIGHT BOWGUN
Weapon	Elder Monument	Wagga Wagga	Usurper's Roar	Glacial Kazoo	Immortal Gaol
Head	Volvidon Helm S	Vangis Helm	Agnaktor Helm U	Rhenoplos Helm S	Barioth Cap S
Torso	Rathalos Mail S	Vangis Mail	Agnaktor Mail U	Rhenoplos Mail S	Baggi Vest S
Arms	Rathalos Vambraces	Bnahabra Gloves S	Qurupeco Vambraces	Diablos Vambraces U	Baggi Guards S
Legs	Rathalos Faulds S	Dober Coil	Qurupeco Coil U	Rhenoplos Coil S	Rath Soul Coat
Feet	Volvidon Greaves S	Arzuros Greaves S	Qurupeco Greaves U	Uragaan Greaves S	Rath Soul Leggings
Talisman	King Talisman	King Talisman	King Talisman	King Talisman	King Talisman
Attack	864	252	437	874	299
Element	Dr300	—	Li150	Ic160	—
Affinity	0%	+10%	0%	-15%	-10%
Defense	217	249	240	211	122
Skills	Attack Up (S), Recovery Down	Speed Eating +1, Razor Sharp, Double Hunger	Speed Sharpening, Windproof (Lo), Blunt Edge	Knockout King, Double Stun, Double Poison	Normal/Rapid Up, Steadiness -1
Item 1	Potion x10	Potion x10	Potion x10	Potion x10	Potion x10
Item 2	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10
Item 3	Ration x10	Ration x10	Ration x10	Ration x10	Ration x10
Item 4	Whetstone x20	Whetstone x20	Whetstone x20	Whetstone x20	Max Potion
Item 5	Mega Nutrients	Max Potion	Max Potion	Max Potion	Antidote x10
Item 6	Antidote x10	Antidote x10	Antidote x10	Antidote x10	Dung Bomb x3
Item 7	EZ Flash Bomb	EZ Pitfall Trap	Paralysis Knife x5	Adamant Seed	Barrel Bomb L x3
Item 8	—	Dung Bomb x2	Barrel Bomb L x2	Immunizer x3	Normal S Lv2 x99
Item 9	—	EZ Barrel Bomb L x2	—	Dung Bomb	Normal S Lv3 x99
Item 10	—	Bounce Bomb x10	—	Lifepowder x3	Poison S Lv2 x5
Item 11	—	Stone x2	—	—	Poison S Lv2 x5
Item 12	—	Lifepowder	—	—	Exhaust S Lv1 x12
Item 13	—	—	—	—	Exhaust S Lv2 x8
Item 14	—	—	—	—	Book of Combos 1
Item 15	—	—	—	—	Book of Combos 2
Item 16	—	—	—	—	Huskberry x99
Item 17	—	—	—	—	Needleberry x99

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GRUDGE MATCH: RATHALOS



QUEST DATA

QUEST LEVEL	LOCATION	REWARD	TIME LIMIT	ELIGIBILITY	MAX PLAYERS	SUCCESS	FAILURE	UNLOCK
★★★★★★	Land Arena	3000z	30 mins.	HR6 and above	1 player	Hunt a Rathalos	Reward at 0 (faint 3 times), Time up	Clear T★7 Quest "Night Stalker"

RANK & TIME REQUIRED

RANK	TIME
S-Rank	12:00
A-Rank	20:00
B-Rank	30:00

QUEST REWARDS

REWARD	%
Hunter King Coin	100%
Flying Coin x2	35%
Raw Meat x3	20%
Energy Drink x2	18%
Hvy Armor Sphere	15%
Gourmet Voucher	10%
Golden Medallion	2%

HUNTER LOADOUTS

TYPE	GREAT SWORD	GUNLANCE	HAMMER	SWITCH AXE	LIGHT BOWGUN
Weapon	Lacerator Blade	Deus Obelisk	Vortastrophe	Dios Axe	Virnar Gazer
Head	Duramboros Helm X	Uragaan Helm Z	Barioth Cap X	Barroth Helm Z	Diablos Cap S
Torso	Duramboros Mail X	Uragaan Mail Z	Zinogre Mail Z	Barroth Mail Z	Diablos Vest X
Arms	Duramboros Braces X	Agnaktor Vambraces Z	Gigginox Vambraces Z	Qurupeco Vambraces U	Nibelsnarf Guards X
Legs	Vangis Coil	Barroth Faulds Z	Barioth Faulds Z	Rath Heart Coil Z	Diablos Coat X
Feet	Barioth Greaves Z	Arzuros Greaves X	Barroth Greaves X	Barroth Greaves Z	Nibelsnarf Leggings X
Talisman	Legend Talisman	Legend Talisman	Legend Talisman	Legend Talisman	—
Attack	1056	552	1040	874	286
Element	—	Dr420	Li230	Slime 220/Power Phial	—
Affinity	0%	-5%	+5%	0%	30%
Defense	401	427	393	368	227
Skills	Punishing Draw, Stamina Thief	Artillery Expert, Guard +1	Focus, Constitution +1	Earplugs, Windproof (Lo)	Reload Speed +1, Pierce/ Pierce Up
Item 1	Book of Combos 1	Book of Combos 1	Book of Combos 1	Book of Combos 1	Book of Combos 1
Item 2	Book of Combos 2	Book of Combos 2	Book of Combos 2	Book of Combos 2	Book of Combos 2
Item 3	Potion x10	Potion x10	Potion x10	Potion x10	Potion x10
Item 4	Honey x10	Honey x10	Honey x10	Honey x10	Honey x10
Item 5	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10
Item 6	Ration x10	Ration x10	Ration x10	Ration x10	Ration x10
Item 7	Whetstone x20	Whetstone x20	Whetstone x20	Whetstone x20	EZ Max Potion x3
Item 8	EZ Max Potion x3	EZ Max Potion x3	EZ Max Potion x3	EZ Max Potion x3	Immunizer x3
Item 9	Immunizer x3	Immunizer x3	Immunizer x3	Immunizer x3	Herbal Medicine x3
Item 10	Herbal Medicine x3	Herbal Medicine x3	Herbal Medicine x3	Herbal Medicine x3	Dung Bomb
Item 11	Dung Bomb	Dung Bomb	Dung Bomb	Dung Bomb	EZ Shock Trap
Item 12	EZ Shock Trap	EZ Shock Trap	EZ Shock Trap	EZ Shock Trap	EZ Pitfall Trap
Item 13	EZ Pitfall Trap	EZ Pitfall Trap	EZ Pitfall Trap	EZ Pitfall Trap	EZ Flash Bomb
Item 14	EZ Flash Bomb	EZ Flash Bomb	EZ Flash Bomb	EZ Flash Bomb	Normal S Lv2 x99
Item 15	—	—	—	—	Pierce S Lv1 x60
Item 16	—	—	—	—	Pierce S Lv2 x60
Item 17	—	—	—	—	Pierce S Lv3 x60
Item 18	—	—	—	—	Huskberry x30
Item 19	—	—	—	—	Pin Tuna x30

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GRUDGE MATCH: NARGACUGA



QUEST DATA

QUEST LEVEL	LOCATION	REWARD	TIME LIMIT	ELIGIBILITY	MAX PLAYERS	SUCCESS	FAILURE	UNLOCK
★★★★★★★	Land Arena	3000z	30 mins.	HR6 and above	1 player	Hunt a Nargacuga	Reward at 0 (faint 3 times), Time up	Clear T★7 Quest "Night Stalker"

RANK & TIME REQUIRED

RANK	TIME
S-Rank	12:00
A-Rank	20:00
B-Rank	30:00

QUEST REWARDS

REWARD	%
Hunter King Coin	100%
Flying Coin x2	35%
Raw Meat x3	20%
Energy Drink x2	18%
Hvy Armor Sphere	14%
Gourmet Voucher	10%
Port Gal (Green)	3%

HUNTER LOADOUTS

TYPE	LONG SWORD	DUAL BLADES	LANCE	HUNTING HORN	BOW
Weapon	Despot's Boltbreaker	Guild Knight Sabers	Amphitrite	Magnifico Trumpet	Arko Tri (Y)
Head	Gigginox Helm Z	Lagombi Helm X	Nargacuga Helm X	Zinogre Helm Z	Lagiacrus Cap X
Torso	Lagombi Helm X	Strider's Girdle	Zinogre Mail	Rathalos Mail X	Lagiacrus Vest X
Arms	Nargacuga Braces Z	Barioth Vambraces X	Nargacuga Braces X	Zinogre Vambraces Z	Diablos Guards Z
Legs	Gigginox Faulds Z	Barioth Faulds X	Zinogre Faulds	Agnaktor Faulds X	Diablos Coat Z
Feet	Zinogre Greaves Z	Barioth Greaves X	Barioth Greaves Z	Zinogre Greaves Z	Lagiacrus Leggings X
Talisman	Legend Talisman	Legend Talisman	Legend Talisman	Legend Talisman	Legend Talisman
Attack	660	322	483	920	204
Element	Li190	Wa130	Li230	Fi420	Li390
Affinity	0%	0%	0%	0%	5%
Defense	420	396	363	461	256
Skills	Focus, Thunder Atk +1	Evasion +1, Constitution +1	Latent Power +2, Evade Extender	Horn Maestro, Peak Performance	Weakness Exploit, Use Power Coat
Item 1	Book of Combos 1	Book of Combos 1	Book of Combos 1	Book of Combos 1	Book of Combos 1
Item 2	Book of Combos 2	Book of Combos 2	Book of Combos 2	Book of Combos 2	Book of Combos 2
Item 3	Potion x10	Potion x10	Potion x10	Potion x10	Potion x10
Item 4	Honey x10	Honey x10	Honey x10	Honey x10	Honey x10
Item 5	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10
Item 6	Ration x10	Ration x10	Ration x10	Ration x10	Ration x10
Item 7	Whetstone x20	Whetstone x20	Whetstone x20	Whetstone x20	EZ Max Potion x3
Item 8	EZ Max Potion x3	EZ Max Potion x3	EZ Max Potion x3	EZ Max Potion x3	Immunizer x5
Item 9	Immunizer x5	Immunizer x5	Immunizer x5	Immunizer x5	EZ Shock Trap
Item 10	Poison Knife x5	Sonic Bomb x3	EZ Pitfall Trap	Paralysis Knife x5	Power Coating x50
Item 11	EZ Flash Bomb	EZ Flash Bomb x2	Mega Dash Juice	—	C.Range Coating x20
Item 12	Might Seed	EZ Barrel Bomb L x2	—	—	Empty Phial x40
Item 13	Barrel Bomb S+ x2	Barrel Bomb S x2	—	—	Nitroshroom x20
Item 14	—	—	—	—	Whetfish x20



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GRUDGE MATCH: LAGIACRUS



QUEST DATA

QUEST LEVEL	LOCATION	REWARD	TIME LIMIT	ELIGIBILITY	MAX PLAYERS	SUCCESS	FAILURE	UNLOCK
★★★★★★	Water Arena	3000z	30 mins.	HR6 and above	2 players	Hunt a Lagiacrus	Reward at 0 (faint 3 times), Time up	Clear T★7 Quest "Night Stalker"

RANK & TIME REQUIRED

RANK	TIME
S-Rank	08:00
A-Rank	20:00
B-Rank	30:00

QUEST REWARDS

REWARD	%
Hunter King Coin	100%
Leviathan Coin x2	35%
Raw Meat x3	20%
Energy Drink x2	18%
Hvy Armor Sphere	15%
Gourmet Voucher	10%
Golden Medallion	2%

HUNTER LOADOUTS

TYPE	DUAL BLADES	LANCE	HUNTING HORN	SWITCH AXE	HEAVY BOWGUN
Weapon	Wyvern Lovers	Gobulaluku Bosca	Scaldrovone	Night's Crescent	Empress's Flower
Head	Plesioth Helm Z	Barroth Helm X	Ingot Helm X	Barioth Helm Z	Rath Soul Cap Z
Torso	Plesioth Mail Z	Barroth Mail X	Lagiacrus Mail	Nargacuga Mail X	Rath Soul Mail Z
Arms	Duramboros Braces Z	Barroth Vambraces X	Ingot Vambraces X	Nargacuga Braces X	Rath Soul Guards Z
Legs	Vangis Coil	Agnaktor Faulds X	Lagiacrus Faulds X	Nargacuga Faulds X	Vangis Coat X
Feet	Plesioth Greaves Z	Agnaktor Greaves X	Lagiacrus Greaves X	Nargacuga Greaves X	Diablos Leggings X
Talisman	Legend Talisman	Legend Talisman	Legend Talisman	Legend Talisman	Legend Talisman
Attack	308	414	1196	920	370
Element	Fi160	Paralysis 240	Fi130	Poison 150/Poison Phial	—
Affinity	0%	0%	-20%	+30%	+10%
Defense	395	427	373	427	271
Skills	Partbreaker, Ocean's Blessing	Constitution +1, Guard Up	Thunder Res +15, Quick Sheath	Evasion +1, Evade Extender	Stam Recov Up, Critical Eye +1
Item 1	Book of Combos 1	Book of Combos 1	Book of Combos 1	Book of Combos 1	Book of Combos 1
Item 2	Book of Combos 2	Book of Combos 2	Book of Combos 2	Book of Combos 2	Book of Combos 2
Item 3	Potion x10	Potion x10	Potion x10	Potion x10	Potion x10
Item 4	Honey x10	Honey x10	Honey x10	Honey x10	Honey x10
Item 5	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10
Item 6	Ration x10	Ration x10	Ration x10	Ration x10	Ration x10
Item 7	Whetstone x20	Whetstone x20	Whetstone x20	Whetstone x20	EZ Max Potion x3
Item 8	EZ Max Potion x3	EZ Max Potion x3	EZ Max Potion x3	EZ Max Potion x3	Immunizer x3
Item 9	Immunizer x3	Immunizer x3	Immunizer x3	Immunizer x3	Nulberry x4
Item 10	Nulberry x5	Nulberry x2	EZ Flash Bomb x2	Nulberry x5	EZ Barrel Bomb L x2
Item 11	Mini Oxy Supply x2	Barrel Bomb L x3	EZ Barrel Bomb L x2	EZ Shock Trap	Normal S Lv2 x99
Item 12	Sleep Knife x5	Barrel Bomb S x3	Paralysis Knife x4	Mega Air Philter	Normal S Lv3 x99
Item 13	—	—	Mini Oxy Supply	Poison Knife x2	Flaming S x60
Item 14	—	—	—	Might Seed x2	Poison S Lv1 x12
Item 15	—	—	—	—	Poison S Lv2 x12
Item 16	—	—	—	—	Huskberry x20
Item 17	—	—	—	—	Fire Herb x20
Item 18	—	—	—	—	Ancient Potion
Item 19	—	—	—	—	Max Potion x2
Item 20	—	—	—	—	Farcaster
Item 21	—	—	—	—	Mega Air Philter

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GRUDGE MATCH: RUST DURAMBOROS



QUEST DATA

QUEST LEVEL	LOCATION	REWARD	TIME LIMIT	ELIGIBILITY	MAX PLAYERS	SUCCESS	FAILURE	UNLOCK
★★★★★★★	Land Arena	3000z	30 mins.	HR6 and above	2 players	Hunt a Rust Duramboros	Reward at 0 (faint 3 times), Time up	Clear T★7 Quest "Night Stalker"

RANK & TIME REQUIRED

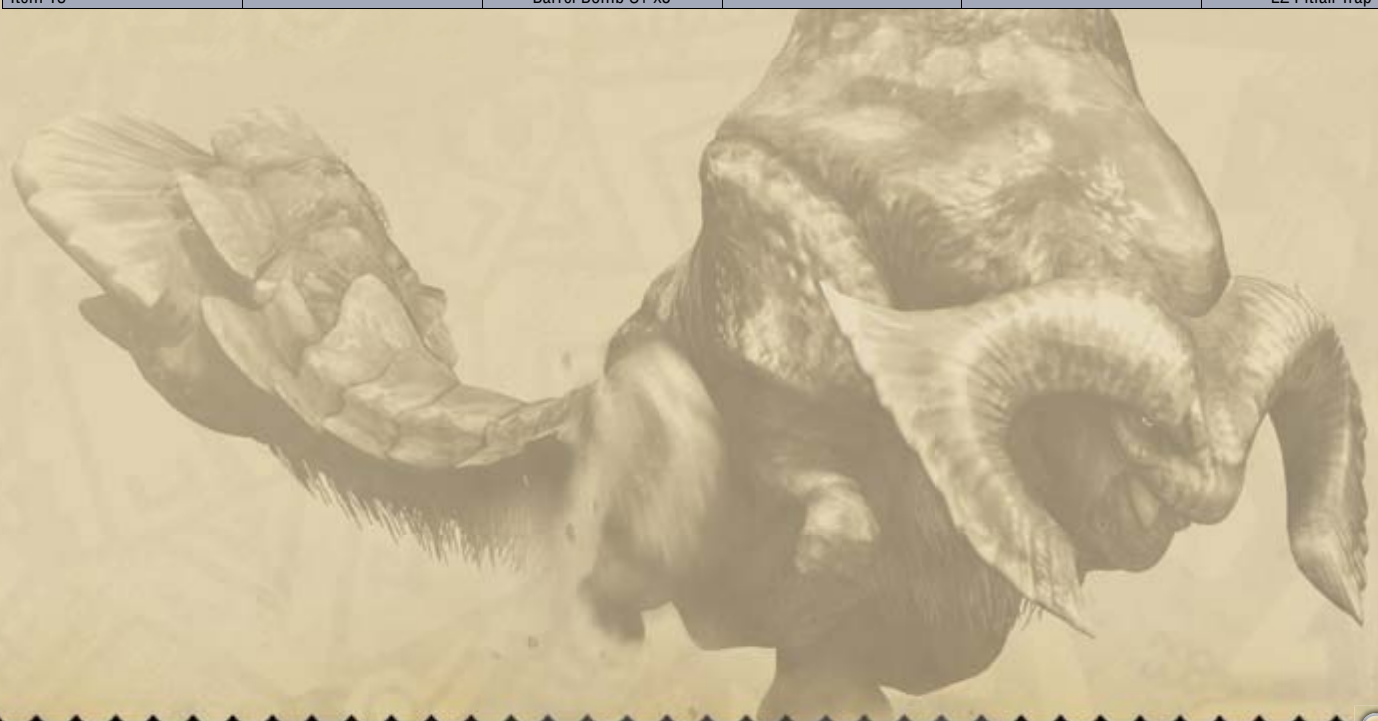
RANK	TIME
S-Rank	08:00
A-Rank	20:00
B-Rank	30:00

QUEST REWARDS

REWARD	%
Hunter King Coin	100%
Brute Coin x2	35%
Raw Meat x3	20%
Energy Drink x2	18%
Hvy Armor Sphere	14%
Gourmet Voucher	10%
Port Gal (Red)	3%

HUNTER LOADOUTS

TYPE	LONG SWORD	SWORD AND SHIELD	GUNLANCE	HAMMER	BOW
Weapon	Wild Heights	Dios Edge	Fading Night	Crust Core Hammer	Cera Cyclord
Head	Lagiacrus Helm X	Brachydios Helm X	Nargacuga Helm X	Dober Helm X	Gigginox Helm Z
Torso	Diablos Mail Z	Brachydios Mail X	Arzuros Mail X	Dober Mail X	Gigginox Vest Z
Arms	Lagiacrus Braces X	Dober Vambraces X	Damascus Vambraces X	Plesioth Vambraces Z	Duramboros Guards X
Legs	Nibelsnarf Faulds X	Uragaan Faulds U	Lagombi Faulds X	Lagiacrus Faulds U	Gigginox Coat Z
Feet	Lagiacrus Greaves X	Arzuros Greaves X	Ludroth Greaves X	Plesioth Greaves Z	Duramboros Leggings X
Talisman	Legend Talisman	Legend Talisman	Legend Talisman	Legend Talisman	Legend Talisman
Attack	726	252	483	936	372
Element	Ic140	Slime 260	—	Dr330	—
Affinity	-5%	0%	20%	0%	-25%
Defense	443	404	403	409	286
Skills	Weakness Exploit, Awaken	Bombardier	Sharpness +1	Partbreaker, Tremor Resistance	Stamina Thief, Focus
Item 1	Book of Combos 1	Book of Combos 1	Book of Combos 1	Book of Combos 1	Book of Combos 1
Item 2	Book of Combos 2	Book of Combos 2	Book of Combos 2	Book of Combos 2	Book of Combos 2
Item 3	Potion x10	Potion x10	Potion x10	Potion x10	Potion x10
Item 4	Honey x10	Honey x10	Honey x10	Honey x10	Honey x10
Item 5	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10
Item 6	Ration x10	Ration x10	Ration x10	Ration x10	Ration x10
Item 7	Whetstone x20	Whetstone x20	Whetstone x20	Whetstone x20	EZ Max Potion x3
Item 8	EZ Max Potion x3	EZ Max Potion x3	EZ Max Potion x3	EZ Max Potion x3	Immunizer x5
Item 9	Immunizer x5	Immunizer x5	Immunizer x5	Immunizer x5	Cleanser x5
Item 10	Cleanser x10	Cleanser x10	Cleanser x10	Cleanser x10	Exhaust Coating x20
Item 11	EZ Flash Bomb	EZ Barrel Bomb L	EZ Shock Trap	Dash Juice	Empty Phial x20
Item 12	—	Barrel Bomb L	—	—	Wanchovy x20
Item 13	—	Barrel Bomb S+ x5	—	—	EZ Pitfall Trap



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GRUDGE MATCH: SEA POWER



QUEST DATA

QUEST LEVEL	LOCATION	REWARD	TIME LIMIT	ELIGIBILITY	MAX PLAYERS	SUCCESS	FAILURE	UNLOCK
★★★★★★★★	Water Arena	3000z	30 mins.	HR6 and above	4 players	Defeat all large monsters	Reward at 0 (faint 3 times), Time up	Clear T★7 Quest "Night Stalker"

RANK & TIME REQUIRED

RANK	TIME
S-Rank	06:00
A-Rank	20:00
B-Rank	30:00

QUEST REWARDS

REWARD	%
Hunter King Coin	100%
Piscine Coin x2	35%
Leviathan Coin	20%
Energy Drink x2	18%
Hvy Armor Sphere	14%
Gourmet Voucher	10%
Port Gal (Blue)	3%

HUNTER LOADOUTS

TYPE	LONG SWORD	DUAL BLADES	HUNTING HORN	SWITCH AXE	LIGHT BOWGUN
Weapon	Shadowbinder	Grimgrim Wings	Aria Rhota	Mega Rhipidon	Demolition Gun
Head	Plesioth Cap X	Ludroth Cap Z	Gobul Cap S	Bnahabra Headpiece X	Lagiacrus Cap Z
Torso	Lagiacrus Mail X	Gobul Mail X	Ludroth Mail X	Gigginox Mail X	Plesioth Vest X
Arms	Plesioth Vambraces X	Ludroth Vambraces Z	Lagiacrus Braces X	Ludroth Vambraces Z	Gobul Guards X
Legs	Ludroth Faulds Z	Gobul Faulds X	Gobul Faulds X	Gigginox Faulds Z	Lagiacrus Coat Z
Feet	Lagiacrus Greaves X	Plesioth Greaves Z	Gobul Greaves X	Ludroth Greaves Z	Plesioth Leggings X
Talisman	Legend Talisman	—	Legend Talisman	Legend Talisman	Legend Talisman
Attack	561	294	828	966	286
Element	Paralysis 160	Poison 280	Dr600	Sleep 270/Power Phial	—
Affinity	0%	0%	0%	0%	0%
Defense	385	370	357	363	254
Skills	Focus	Marathon Runner	Speed Eating +2	Status Atk +2	Bonus Shot
Item 1	Book of Combos 1	Book of Combos 1	Book of Combos 1	Book of Combos 1	Book of Combos 1
Item 2	Book of Combos 2	Book of Combos 2	Book of Combos 2	Book of Combos 2	Book of Combos 2
Item 3	Potion x10	Potion x10	Potion x10	Potion x10	Potion x10
Item 4	Honey x10	Honey x10	Honey x10	Honey x10	Honey x10
Item 5	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10
Item 6	Ration x10	Ration x10	Ration x10	Ration x10	Ration x10
Item 7	Whetstone x20	Whetstone x20	Whetstone x20	Whetstone x20	EZ Max Potion x3
Item 8	EZ Max Potion x3	EZ Max Potion x3	EZ Max Potion x3	EZ Max Potion x3	Immunizer x5
Item 9	Immunizer x5	Immunizer x5	Immunizer x5	Immunizer x5	Air Philter
Item 10	Mini Oxy Supply x3	Bounce Bomb+ x10	Mega Air Philter	Barrel Bomb L x2	EZ Barrel Bomb L x2
Item 11	Poison Knife x5	EZ Shock Trap	EZ Barrel Bomb L x2	Nulberry	Mini Oxy Supply x2
Item 12	Nulberry	Mega Air Philter	Lifepowder x3	Throwing Knife x2	Normal S Lv2 x99
Item 13	Might Seed x2	—	EZ Flash Bomb x3	—	Normal S Lv3 x99
Item 14	—	—	Paralysis Knife x5	—	Pierce S Lv2 x60
Item 15	—	—	—	—	Slime S x10
Item 16	—	—	—	—	Huskberry x30
Item 17	—	—	—	—	Bomb Arowana x10
Item 18	—	—	—	—	Flaming S x60
Item 19	—	—	—	—	Fire Herb x20
Item 20	—	—	—	—	Book of Combos 3
Item 21	—	—	—	—	Book of Combos 4
Item 22	—	—	—	—	Book of Combos 5

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GRUDGE MATCH: STYGIAN ZINOGRE



QUEST DATA

QUEST LEVEL	LOCATION	REWARD	TIME LIMIT	ELIGIBILITY	MAX PLAYERS	SUCCESS	FAILURE	UNLOCK
★★★★★★★★	Land Arena	3000z	30 mins.	HR6 and above	4 players	Hunt a Stygian Zinogre	Reward at 0 (faint 3 times), Time up	Clear T★7 Quest "Night Stalker"

RANK & TIME REQUIRED

RANK	TIME
S-Rank	06:00
A-Rank	20:00
B-Rank	30:00

QUEST REWARDS

REWARD	%
Hunter King Coin	100%
Hunter King Coin x2	35%
Raw Meat x3	20%
Energy Drink x2	18%
Hvy Armor Sphere	14%
Gourmet Voucher	10%
Port Gal (White)	3%

HUNTER LOADOUTS

TYPE	LONG SWORD	DUAL BLADES	GUNLANCE	SLASHAXE	HEAVY BOWGUN
Weapon	Ljósálfar	Coctura Balgang	Gigadrill Lance	Gigas Hammer	Griffon Blazooka
Head	Gobul Helm X	Nargacuga Helm Z	Barroth Helm X	Diablos Helm Z	Ingot Cap X
Torso	Gobul Mail X	Nargacuga Mail Z	Agnaktor Mail Z	Diablos Mail Z	Uragaan Vest Z
Arms	Gobul Vambraces X	Nargacuga Braces Z	Barroth Vambraces X	Diablos Vambraces Z	Uragaan Guards Z
Legs	Gobul Faulds X	Nargacuga Faulds Z	Barioth Faulds X	Diablos Coil Z	Uragaan Coat Z
Feet	Gobul Greaves X	Nargacuga Greaves Z	Agnaktor Greaves Z	Diablos Greaves Z	Uragaan Leggings Z
Talisman	Legend Talisman	Legend Talisman	Legend Talisman	Legend Talisman	Legend Talisman
Attack	1056	322	552	1248	414
Element	Poison 300	Paralysis 180	Li140	—	—
Affinity	+20%	+5%	+10%	-15%	-10%
Defense	411	436	426	466	253
Skills	Critical Draw, Speed Eating +1, Critical Eye +2, Recovery Spd -1	Evasion +2, Stam Recov Up, Constitution -1	Constitution +1, Guard +1, Slow Sharpening	Stamina Thief, Knockout King, Weakness Exploit, Critical Eye -1	Artillery Novice, Recoil Down +2, Dragon Res -20
Item 1	Book of Combos 1	Book of Combos 1	Book of Combos 1	Book of Combos 1	Book of Combos 1
Item 2	Book of Combos 2	Book of Combos 2	Book of Combos 2	Book of Combos 2	Book of Combos 2
Item 3	Potion x10	Potion x10	Potion x10	Potion x10	Book of Combos 3
Item 4	Honey x10	Honey x10	Honey x10	Honey x10	Book of Combos 4
Item 5	Mega Potion x10	Mega Potion x10	Mega Potion x10	Mega Potion x10	Book of Combos 5
Item 6	Ration x10	Ration x10	Ration x10	Ration x10	Potion x10
Item 7	Whetstone x20	Whetstone x20	Whetstone x20	Whetstone x20	Honey x10
Item 8	EZ Max Potion x3	EZ Max Potion x3	EZ Max Potion x3	EZ Max Potion x3	Mega Potion x10
Item 9	Nulberry x10	Nulberry x10	Nulberry x10	Dash Juice	Ration x10
Item 10	Paralysis Knife x5	EZ Flash Bomb x2	Poison Knife x5	EZ Barrel Bomb L	EZ Max Potion x3
Item 11	—	Barrel Bomb S+ x5	Barrel Bomb L x3	Stone	Nulberry x10
Item 12	—	Lifepowder x3	—	—	Normal S Lv2 x99
Item 13	—	—	—	—	Normal S Lv3 x99
Item 14	—	—	—	—	Pierce S Lv3 x40
Item 15	—	—	—	—	Pellet S Lv3 x20
Item 16	—	—	—	—	Exhaust S Lv1 x12
Item 17	—	—	—	—	Exhaust S Lv2 x8
Item 18	—	—	—	—	Huskberry x99
Item 19	—	—	—	—	Needleberry x99

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From the Library of Hao Feng



Usable Items

Over the course of your Monster Hunter adventure you will find thousands of items of various types including insects, plants, rocks, potions, and even several varieties of dung!

Gathering Items

There are several items that's primary use is generally to get more items. These items are generally purchased at the store, but can also be created by combining items with each other so you can get items to make items to get more items!

BUG NET

This item is used at points where you can see fireflies or butterflies hanging around. Gathering bugs serves many purposes, mostly bombs, ammunition, and occasionally even weapons.

PICKAXE

These items are used to gather ore from mining veins in the world. Generally these veins are found in dark, rocky areas, but can also be found underwater. Ore is used mostly for creating equipment.

BAIT

Worms and Mega Fishing Flies are used to gather fish from Fishing Spots located, naturally, near large bodies of water. Fish are mostly used to create ammunition.

HARPOONS

Harpoons are unique items in that they are weapons that can deal direct damage to enemies. This damage is very low, however, but they must be used to kill Fish enemies in order to skin them. Harpooned Fish parts are used mostly for equipment.

Recovery Items

There are several items that exist only to keep you alive and fighting. Items that restore your hunter's Health and Stamina generally are fairly self-explanatory.

POTIONS

This classic RPG item restores 25% of your Health and is useful whenever you get hurt. Potions restore both red and green life, although it's best to use them when your red life is restored to get the best bang for your buck.

WHETSTONE

When your weapon loses its Sharpness, it bounces off of enemies and deals less damage when it connects. If your Sharpness level decreases two or more times or is bouncing more often than it used to against a monster, use a Whetstone to bring it back to its previous glory.

STEAKS

These delicious treats restore your Stamina or increase it beyond its normal capacity. To make a Steak, cook Raw Meat using a BBQ Spit. The best Steak you can make is a Well-Done Steak, which restores 50 points of Stamina. A Rare Steak will restore 25 Stamina and a Burnt Steak can restore 25 Stamina, but can just as easily drain your Stamina!

ANTIDOTE

These items are mostly useless, but very important if you are poisoned. If so, drink one of these ASAP to keep your Health from draining.

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Stat Boosting Items

There are many items that boost your stats, making you stronger, sturdier, and faster, giving you a leg up on enemy monsters. These items are usually strong, but unfortunately either limited by time or last only until you faint in battle.



NUTRIENTS

These potions increase your maximum Health when you're on a quest, allowing you to take more damage and fight longer.



ARMORSKIN

This concoction increases defense by a significant amount, but only for a limited time. Take one of these when you see a monster to take less damage while you figure out their attacks.



COOL DRINK

This refreshing beverage increases your heat resistance, allowing you to walk through hot areas without losing health.



HOT DRINK

Increases your resistance to Cold areas, which drain your Stamina faster than normal. Knock back one of these to keep fit and able to run around the Tundra for days.

Combat Items

Many items give you added combat prowess, allowing you to hit targets you couldn't normally hit, incapacitate enemies or even blow them to smithereens!



BOOMERANG

This wacky item can be thrown, like a stone, but it will return to you. The Boomerang angles upwards, allowing you to hit enemies higher than you normally could!



FIELD HORN

There are several varieties of Horn, each with their own unique functions. The normal Horn alerts enemies, causing them to target you more often in battle. There are also horns that heal any allies in an area or even increase their attack for a limited time!



TRAPS

The Pitfall Trap and Shock Trap incapacitate an enemy, trapping them and allowing you to unload on them without fear of retribution! Shock Traps set up quickly, but don't trap enemies for very long while Pitfall Traps keep enemies subdued for a long time and also cause them to suffer more damage than usual!



BARREL BOMBS

There are many varieties of explosive barrels, each of which deals huge damage as long as you can lure an enemy into them. Small Barrel Bombs automatically detonate after a few seconds, but Large Barrel Bombs only explode if they are struck by either you or a monster. Use the two bombs in tandem to create a massive chain explosion!

Combine List

You can increase your Combination Success rate using the Book of Combos items, which can be either purchased from the Guild Shop, Moga Village shop, or earned as Rare Trades from the Argosy. In a Quest you'll need to carry them as items in order for them to work, but if you're combining from the box, their effect will automatically be applied, as long as they are also in your Box.

BOOK OF COMBOS SUCCESS RATES

BOOK NUMBER	SUCCESS RATE	CUMULATIVE RATE
BOOK OF COMBOS 1	+5%	+5%
BOOK OF COMBOS 2	+5%	+10%
BOOK OF COMBOS 3	+10%	+20%
BOOK OF COMBOS 4	+10%	+30%
BOOK OF COMBOS 5	+20%	+50%

There are 168 Combinations you can create, each of which is required for the Scroll of the Sage Award. Once you've made a combination, it will show up in your Combination List, allowing you to easily create it without needing to search for each specific item!

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COMBO RATE

ITEM NAME	ITEM 1	ITEM 2	SUCCESS RATE	ITEMS GAINED
POTION	HERB	BLUE MUSHROOM	95%	1
MEGA POTION	POTION	HONEY	90%	1
NUTRIENTS	BLUE MUSHROOM	GODBUG	90%	1
MEGA NUTRIENTS	NUTRIENTS	HONEY	75%	1
ANTIDOTE	ANTIDOTE HERB	BLUE MUSHROOM	95%	1
HERBAL MEDICINE	CACTUS FLOWER	BITTERBUG	90%	1
MAX POTION	MEGA NUTRIENTS	DRAGON TOADSTOOL	65%	1
ANCIENT POTION	IMMUNIZER	KELBI HORN	55%	1
OXYGEN SUPPLY	BOMB CASING	AIRWEED	90%	1
AIR PHILTER	CATALYST	AIRWEED	75%	1
IMMUNIZER	CATALYST	DRAGON TOADSTOOL	75%	1
CLEANSER	CATALYST	POPFISH	90%	1
CLEANSER	HOT PEPPER	BURST AROWANA	75%	1-3
DASH JUICE	CATALYST	RARE STEAK	75%	1
MEGA DASH JUICE	WELL-DONE STEAK	DASH EXTRACT	65%	1
ENERGY DRINK	HONEY	NITROSHROOM	65%	1
ENERGY DRINK	HOT PEPPER	SLEEPYFISH	75%	1
DEMONDRUG	CATALYST	MIGHT SEED	65%	1
MEGA DEMONDRUG	DEMONDRUG	PALE EXTRACT	55%	1
MIGHT PILL	IMMUNIZER	MIGHT SEED	75%	1
ARMORSKIN	CATALYST	ADAMANT SEED	65%	1
MEGA ARMORSKIN	ARMORSKIN	PALE EXTRACT	55%	1
ADAMANT PILL	IMMUNIZER	ADAMANT SEED	75%	1
HOT DRINK	HOT PEPPER	BITTERBUG	90%	1
HOT MEAT	WELL-DONE STEAK	HOT PEPPER	95%	1
COOL DRINK	ICE CRYSTAL	BITTERBUG	90%	1
CHILLED MEAT	WELL-DONE STEAK	ICE CRYSTAL	95%	1
POISONED MEAT	RAY MEAT	TOADSTOOL	90%	1
TINGED MEAT	RAW MEAT	PARASHROOM	90%	1
DRUGGED MEAT	RAW MEAT	SLEEP HERB	90%	1
BOMB CASING	SAP PLANT	STONE	95%	1
BOMB CASING	SAP PLANT	IRON ORE	95%	1-2
DEODORANT	BOMB CASING	BITTERBUG	95%	1
SMOKE BOMB	BOMB CASING	IVY	75%	1
POISON SMOKE BOMB	BOMB CASING	TOADSTOOL	75%	1
POSION SMOKE BOMB	BOMB CASING	POISON SAC	90%	1-3
FLASH BOMB	BOMB CASING	FLASHBUG	75%	1
DUNG BOMB	BOMB CASING	DUNG	75%	1
DUNG BOMB	DUNG	BOMB SAC	75%	1-2
PAINTBALL	SAP PLANT	PAINT BERRY	95%	1
FARCASTER	BOMB CASING	EXCITESHROOM	95%	1
GUNPOWDER	FIRE HERB	NITROSHROOM	95%	1
BARREL BOMB S	SMALL BARREL	FIRE HERB	90%	1
BARREL BOMB S+	BARREL BOMB S	BURST AROWANA	75%	1

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ITEM NAME	ITEM 1	ITEM 2	SUCCESS RATE	ITEMS GAINED
BARREL BOMB L	GUNPOWDER	LARGE BARREL	75%	1
BARREL BOMB L+	BARREL BOMB L	SCATTERFISH	55%	1
BOUNCE BOMB	BARREL BOMB S	BNAHABRA WING	55%	1
BOUNCE BOMB+	BOUNCE BOMB	BOMB AROWANA	55%	1
SONIC BOMB	GUNPOWDER	SCREAMER	75%	1
FELVINE BOMB	BARREL BOMB S	FELVINE	90%	1
NET	SPIDER WEB	IVY	90%	1
PITFALL TRAP	NET	TRAP TOOL	65%	1
SHOCK TRAP	TRAP TOOL	THUNDERBUG	90%	1
TUNA BAIT	WORM	YAMBUG	95%	1
BURST BAIT	MEGA FISHING FLY	STINKHOPPER	90%	1
GOLDENFISH BAIT	MEGA FISHING FLY	SNAKEBEE LARVA	90%	1
SUSHIFISH BAIT	MEGA FISHING FLY	YAMBUG	95%	1-2
WHETFISH BAIT	MEGA FISHING FLY	BUGHOPPER	90%	1-2
OLD PICKAXE	STONE	BONE	95%	1
OLD PICKAXE	STONE	MYSTERY BONE	75%	1
IRON PICKAXE	IRON ORE	BONE	75%	1
MEGA PICKAXE	MACHALITE ORE	BONE	95%	1
OLD BUG NET	NET	MYSTERY BONE	95%	1
BUG NET	NET	MONSTER BONE S	75%	1
MEGA BUG NET	NET	MONSTER BONE M	95%	1
FISHING HARPOON	BROKEN SHELL	MYSTERY BONE	95%	1
ANTISEPTIC STONE	EARTH CRYSTAL	BITTERBUG	75%	1
LIFECRYSTAL	GODBUG	WYVERN FANG	90%	1
LIFEPOWDER	LIFECRYSTAL	WYVERN CLAW	65%	1
DUST OF LIFE	LIFEPOWDER	GLOAMGRASS BUG	55%	1
HEALTH HORN	LIFECRYSTAL	FIELD HORN	65%	1
ANTIDOTE HORN	FIELD HORN	ANTISEPTIC STONE	65%	1
DEMON HORN	MEGA DEMONDRUG	MONSTER BONE M	55%	1
ARMOR HORN	MEGA ARMORSKIN	MONSTER BONE M	55%	1
POISON KNIFE	THROWING KNIFE	TOADSTOOL	65%	1
SLEEP KNIFE	THROWING KNIFE	SLEEP HERB	65%	1
PARALYSIS KNIFE	THROWING KNIFE	PARASHROOM	65%	1
BOOMERANG	WHETSTONE	MONSTER BONE S	75%	1
POWERTALON	POWERCHARM	DEVILJHO TALON	95%	1
ARMORTALON	ARMORCHARM	DEVILJHO TALON	95%	1
NORMAL S LV2	HUSKBERRY	NEEDLEBERRY	95%	2-4
NORMAL S LV3	HUSKBERRY	POPFISH	95%	2-4
PIERCE S LV1	HUSKBERRY	BIRD WYVERN FANG	90%	1-3
PIERCE S LV2	HUSKBERRY	PIN TUNA	75%	1-3
PIERCE S LV3	BONE HUSK S	PIN TUNA	75%	1-2
PELLET S LV1	HUSKBERRY	SCATTERNUT	90%	1-3
PELLET S LV2	HUSKBERRY	WYVERN FANG	75%	1-3
PELLET S LV3	BONE HUSK S	WYVERN FANG	75%	1-3

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ITEM NAME	ITEM 1	ITEM 2	SUCCESS RATE	ITEMS GAINED
CRAG S LV1	HUSKBERRY	BURST AROWANA	90%	1
CRAG S LV2	BONE HUSK S	BURST AROWANA	90%	1
CRAG S LV3	BONE HUSK L	SCATTERFISH	75%	1
CLUST S LV1	HUSKBERRY	BOMBERRY	90%	1
CLUST S LV2	BONE HUSK S	WYVERN CLAW	75%	1
CLUST S LV3	BONE HUSK L	SCATTERFISH	75%	1
FLAMING S	HUSKBERRY	FIRE HERB	90%	1
WATER S	HUSKBERRY	WHETFISH	75%	1-3
FREEZE S	HUSKBERRY	ICE CRYSTAL	75%	1-3
THUNDER S	HUSKBERRY	FLASHBUG	75%	2-4
DRAGON S	BONE HUSK L	DRAGONFELL BERRY	75%	1
RECOV S LV1	HUSKBERRY	HERB	90%	1
RECOV S LV2	POTION	HUSKBERRY	90%	1
POISON S LV1	HUSKBERRY	TOADSTOOL	1	
POISON S LV2	BONE HUSK S	TOADSTOOL	75%	1
PARA S LV1	HUSKBERRY	PARASHROOM	90%	1
PARA S LV2	BONE HUSK S	PARASHROOM	90%	1
SLEEP S LV1	HUSKBERRY	SLEEP HERB	90%	1
SLEEP S LV2	BONE HUSK S	SLEEPYFISH	75%	1
PAINT S	HUSKBERRY	PAINT BERRY	90%	1
DEMON S	BONE HUSK L	MIGHT SEED	75%	1
ARMOR S	BONE HUSK L	ADAMANT SEED	75%	1
SUB S LV1	HUSKBERRY	SHARPENED FANG	75%	1-3
SUB S LV2	BONE HUSK S	SHARPENED FANG	65%	1-3
EXHAUST S LV1	DUNG	HUSKBERRY	75%	1
EXHAUST S LV2	BONE HUSK S	WANCHOVY	75%	1
SLICING S	BONE HUSK S	WHETFISH	75%	1-3
WYVERNFIRE	BONE HUSK L	BURST AROWANA	65%	1
SLIME S	HUSKBERRY	BOMB AROWANA	65%	1-3
TRANQUILIZER	SLEEP HERB	PARASHROOM	65%	1
TRANQ KNIFE	TRANQUILIZER	THROWING KNIFE	65%	1
TRANQ BOMB	TRANQUILIZER	BOMB CASING	75%	1
TRANQ S	TRANQUILIZER	BONE HUSK S	90%	1
EMPTY PHIAL	BONE HUSK S	WHETSTONE	90%	1
POSION COATING	EMPTY PHIAL	TOADSTOOL	90%	1
PARA COATING	EMPTY PHIAL	PARASHROOM	90%	1
SLEEP COATING	EMPTY PHIAL	SLEEP HERB	90%	1
POWER COATING	EMPTY PHIAL	NITROSHROOM	90%	1
C.RANGE COATING	EMPTY PHIAL	WHETFISH	90%	1
PAINT COATING	EMPTY PHIAL	PAINT BERRY	90%	1
EXHAUST COATING	EMPTY PHIAL	WANCHOVY	90%	1
SLIME COATING	EMPTY PHIAL	BOMB AROWANA	90%	1-3
ARMOR SPHERE	MACHALITE ORE	ARMOR STONE	95%	1
ARMOR SPHERE	ARMOR STONE	KILLER BEETLE	95%	1

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ITEM NAME	ITEM 1	ITEM 2	SUCCESS RATE	ITEMS GAINED
ARMOR SPHERE+	DRAGONITE ORE	ARMOR STONE	95%	1
ARMOR SPHERE+	ARMOR STONE	RARE SCARAB	95%	1
ADV ARMOR SPHERE	CARBALITE ORE	ARMOR STONE	95%	1
ADV ARMOR SPHERE	FIRESTONE	ARMOR STONE	95%	1
HRD ARMOR SPHERE	GRACIUM	ARMOR STONE	95%	1
HRD ARMOR SPHERE	ARMOR STONE	KING SCARAB	95%	1
HVY ARMOR SPHERE	ELTALITE ORE	ARMOR STONE	95%	1
HVY ARMOR SPHERE	ARMOR STONE	EMPEROR HOPPER	95%	1
TRU ARMOR SPHERE	MELDSPARE ORE	ARMOR STONE	95%	1
TRU ARMOR SPHERE	ARMOR STONE	FLUTTERFLY	95%	1
DAZZLING CROWN	INCOMPLETE CROWN	CROWN'S GEMSTONE	100%	1
IRON ORE	IRON ORE	SLICKAXE	100%	5
EARTH CRYSTAL	EARTH CRYSTAL	SLICKAXE	100%	5
MACHALITE ORE	MACHALITE ORE	SLICKAXE	100%	3
DRAGONITE ORE	DRAGONITE ORE	SLICKAXE	100%	3
CARBALITE ORE	CARBALITE ORE	SLICKAXE	100%	2
ELTALITE ORE	ELTALITE ORE	SLICKAXE	100%	2
FUCIUM ORE	FUCIUM ORE	SLICKAXE	100%	2
MELDSPAR ORE	MELDSPAR ORE	SLICKAXE	100%	2
PELAGICITE ORE	PELAGICITE ORE	SLICKAXE	100%	3
BATHYCITE ORE	BATHYCITE ORE	SLICKAXE	100%	2
FIRESTONE	FIRESTONE	SLICKAXE	100%	2
FIRECELL STONE	FIRECELL STONE	SLICKAXE	100%	2
ALLFIRE STONE	ALLFIRE STONE	SLICKAXE	100%	2
LIGHTCRYSTAL	LIGHTCRYSTAL	SLICKAXE	100%	2
PURECRYSTAL	PURECRYSTAL	SLICKAXE	100%	2
MONSTER BONE+	MONSTER BONE+	SLICKAXE	100%	5
MONSTER KEENBONE	MONSTER KEENBONE	SLICKAXE	100%	2
MONSTER HARDBONE	MONSTER HARDBONE	SLICKAXE	100%	2
MONSTER SLOGBONE	MONSTER SLOGBONE	SLICKAXE	100%	2
CARPENTERBUG	CARPENTERBUG	SLICKAXE	100%	5
KILLER BEETLE	KILLER BEETLE	SLICKAXE	100%	3
HERCUDROME	HERCUDROME	SLICKAXE	100%	3
RARE SCARAB	RARE SCARAB	SLICKAXE	100%	2
KING SCARAB	KING SCARAB	SLICKAXE	100%	2
EMPEROR HOPPER	EMPEROR HOPPER	SLICKAXE	100%	2
FLUTTERFLY	FLUTTERFLY	SLICKAXE	100%	2
DRAGONBONE RELIC	DRAGONBONE RELIC	SLICKAXE	100%	2
ELDER DRAGONBONE	ELDER DRAGONBONE	SLICKAXE	100%	2
CRESTED CROWN	INCOMPLETE CROWN	ROYAL CREST	100%	1
REALMLESS CROWN	DAZZLING CROWN	ROYAL CREST	100%	1
REALMLESS CROWN	CROWN'S GEMSTONE	CRESTED CROWN	100%	1

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Shakalaka Warriors Cha-Cha & Kayamba



Once you reach 3★ Quests in the Moga Woods you meet Cha-Cha, a Shakalaka child trying to become a bona fide Shakalaka warrior.

At 5★, you're given the chance to recruit another Shakalaka child, Cha-Cha's rival Kayamba. This gives you two allies to take on Quests!

Cha-Cha and Kayamba are meant to give a solo player who can't find human hunting partners a fighting chance against higher difficulty monsters. These Shakalaka allies have a variety of abilities they use to support you through High-Rank missions and beyond.

To interact with one of your Shakalaka pals, press Ⓐ when near them. You are then presented a screen with the following options:

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Invite on Quest/Leave Behind

Selecting this option determines whether or not you bring Cha-Cha or Kayamba on a Quest. By default, they're set to not join you. Be sure to select this option to ensure they are there when you go on a Quest!

Change Mask

This allows you to change Cha-Cha's or Kayamba's Mask. Different Masks give the Shakalakas brand new abilities, like lighting up an area or even breathing fire!

Select Dances

Change the Shakalaka's Dances—special songs they can play to perform actions, such as taunting monsters, increasing your attack, or even restoring your Health!

Select Abilities

This option allows you to set a Shakalaka ability onto a Mask. Use skills to add an Elemental attribute to their attack or give them the ability to focus only on gathering.

View Stats

This option takes you to a screen that displays information about Cha-Cha's or Kayamba's level, their attack power, and how much Stamina they have.

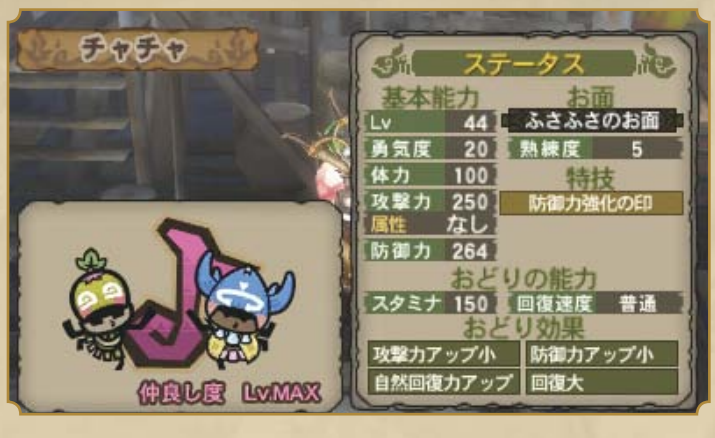
Multi: Take Along/Leave Behind

This option selects whether or not you take one of the Shakalak's with you in multiplayer. You can only bring one of them at a time. Try to pick the Shakalaka with the lowest level so you can make them both stronger!

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When you select View Stats, you're taken to a screen that shows all of Cha-Cha's or Kayamba's information at a glance. The following explains the features found on this screen:



Lv

This displays the Shakalaka's experience level. Shakalaka's gain levels when you defeat monsters; stronger monsters in difficult Quests are worth more than weaker monsters in easier Quests. Leveling up a Shakalaka gives them access to new abilities and also increases their other stats.

Valor

This stat determines how likely the Shakalaka is to fight large monsters or stay in battle. Valor increases as the Shakalaka gains levels and Chum-Chum levels.

Health

This display the Shakalaka's Health. The more Health they have, the longer they can fight!

Attack

This displays the Shakalaka's attack power.

Elem

This displays the Shakalaka's Elemental or Abnormal attack power. The only way they can get special attack values is by equipping an ability that grants them.

Defense

This displays the Shakalaka's Defense.

Masks

This shows the Shakalaka's currently equipped Mask.

Mastery

This value increases as the Shakalaka completes Quests while wearing a Mask. Mastery determines what bonuses are given by a Mask, as well as how well they can use its abilities.

Abilities

This displays what abilities the Shakalaka has equipped.

Stamina

This is the maximum Stamina the Shakalaka has at the beginning of a mission. Stamina is consumed whenever the Shakalaka Dances and is restored over time. Different Dances consume different amounts of Stamina.

Recovery

Recovery is how quickly the Shakalaka's Stamina regenerates after a Dance is performed. Recovery changes depending on which Mask the Shakalaka has equipped.

Dance Effects

This is a list of the possible Dance Effects the Shakalaka can perform with their equipped Dances.

Chum-Chum Level

A visual representation of how close the two Shakalakas are as friends. Their Chum-Chum level increases as they go on Quests together and as you fight stronger monsters.

Dances

At all times, Cha-Cha and Kayamba are equipped with two separate Dances. When combined, these Dances allow the two Shakalaka to Dance and bestow special effects onto you, usually in the form of Health recovery!





To change a Shakalaka's Dance, talk to them and choose the Select Dances menu. Pick two of the available Dances to create a table of possible effects. Each dance has a note attached to it, and each combination of notes creates a different table of effects.

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Each Dance has a Stamina cost attached to it, displayed in terms of High, Medium, and Low. The higher the Stamina cost, the less often they can Dance. Keep this in mind when selecting Dances.

There are five Dances in total. Cha-Cha knows two and learns an additional Dance after Kayamba becomes your ally. The other two Dances can be traded for from the Argosy Captain after specific Quests have been completed.

UNLOCKABLE DANCES

DANCE	UNLOCK CONDITIONS
Rah-Rah Dance	Default
Ooga-Boo Dance	Default
Waka-Waka Dance	Complete the Village ★3 Quest Shakalaka Savior, Argosy Rare Goods from the Hunter Realm
Boom-Boom Dance	Complete either Village ★5 Quest The Desert Gourmand or Walk 'n' Roll, Argosy Rare Goods from the Wyverian Realm
Woo-Hoo Dance	Kayamba knows it by Default

DANCE COMBINATIONS & ABILITIES

DANCE 1	DANCE 2	ABILITY 1	ABILITY 2	ABILITY 3	ABILITY 4
Rah-Rah Dance	Ooga-Boo Dance	Taunt	Attack Boost (S)	Defense Boost (S)	Health Recovery (S)
	Waka-Waka Dance	Taunt	Health Recovery (S)	Flash	Sonic Bomb
	Boom-Boom Dance	Taunt	Defense Boost (S)	Stamina	Weatherbreaker
	Woo-Hoo Dance	Taunt	Attack Boost (S)	Natural Recovery Up	Hearing
Ooga-Boo Dance	Waka-Waka Dance	Attack Boost (S)	Antidote	Health Recovery (S)	Health Recovery (L)
	Boom-Boom Dance	Attack Boost (S)	Attack Boost (L)	Defense Boost (S)	Hot & Cool
	Woo-Hoo Dance	Attack Boost (S)	Defense Boost (S)	Natural Recovery Up	Health Recovery (L)
Waka-Waka Dance	Boom-Boom Dance	Defense Boost (S)	Defense Boost (L)	Health Recovery (S)	Blight Res Boost
	Woo-Hoo Dance	Defense Boost (S)	Health Recovery (S)	Natural Recovery Up	Elemental Atk Boost
Boom-Boom Dance	Woo-Hoo Dance	Defense Boost (S)	Attack Boost (L)	Natural Recovery Up	Item Effect Up

DANCE ABILITIES

Each Dance Ability has several features. The accompanying table provides information on the following:

Chum-Chum Dance: The effect when both Shakalakas perform the Dance together. This only occurs if Cha-Cha and Kayamba's Chum-Chum level is high enough.

Duration: How long the Dance's effect lasts. Dances with no Duration occur immediately.

Delay: The longer the Delay, the longer it takes for a Shakalaka to perform the Dance again.

Stamina Consumption: How much Stamina is consumed when the Dance is performed. Stamina regenerates slowly over time.

DANCE ABILITIES

DANCE NAME	EFFECT	CHUM-CHUM DANCE	DURATION	DELAY	STAMINA CONSUMPTION
Taunt	Diverts monster's attention to Shakalaka. Used when discovered.	—	—	Short	Small
Attack Boost (S)	Slightly boosts Attack of Shakalakas and Hunters. Used when fighting large monsters.	Increases Attack even more.	Short	Long	Med.
Attack Boost (L)	Significantly boosts Attack of Shakalakas and Hunters. Used when fighting large monsters.	Increases Attack even more.	Short	Long	Large
Defense Boost (S)	Slightly boosts Defense of Shakalakas and Hunters. Used when fighting large monsters or when Hunter is afflicted with Defense Down.	Increases Defense even more.	Short	Long	Med.
Defense Boost (L)	Significantly boosts Defense of Shakalakas and Hunters. Used when fighting large monsters or when Hunter is afflicted with Defense Down.	Increases Defense even more.	Short	Long	Large
Antidote	Removes Poison status. Is almost always used when Hunter is poisoned and is sometimes used when Shakalakas are poisoned.	Removes Poison and slightly restores Health.	—	—	Small
Health Recovery (S)	Slightly restores Health of Hunters and Shakalakas. Use possibility is increased the lower the Hunter's Health.	Recovers more Health.	—	—	Med.
Health Recovery (L)	Significantly restores Health of Hunters and Shakalakas. Use possibility is increased the lower the Hunter's Health.	Recovers more Health.	—	—	Large
Hot & Cool	Grants Hot or Cold Drink effect on Hunter. Used when in an Area that requires a drink but will not be used if Hunter is already under Drink effect.	Increases duration of Hot/Cold resistance effect.	Long	—	Small
Stamina	Stops Stamina from decreasing for a short period of time. Used when fighting large monsters.	Stops Stamina for decreasing even longer.	Short	Long	Large
Weatherbreaker	Grants immunity to low Wind Pressure and Currents. Used when fighting large monsters.	Grants immunity to high Wind Pressure and Currents.	Short	Long	Med.
Flash	Functions the same as a Flash Bomb. Used when discovered.	—	—	—	Large
Sonic Bomb	Functions the same as a Sonic Bomb. Used when discovered.	—	—	—	Med.
Blight Res Boost	Slightly increases resistance to Elemental Blights. Used when fighting large monsters or when Hunter is afflicted with Blight Res Down.	Resist all Blights.	Short	Long	Med.
Natural Recovery Up	Doubles rate that red Health is converted to Green Health. Used when fighting large monsters.	Red Health recovery rate is increased even higher.	Long	Med.	Small
Hearing	Grants immunity to low- powered roar attacks. Used when fighting large monsters.	Grants immunity to high-powered roar attacks.	Short	Long	Long
Item Effect Up	Increases duration of positive status effect items. Used when fighting large monsters.	Significantly increases duration of items.	Short	Med.	Med.
Elemental Atk Boost	Increases Elemental Attack values and increases Slime resistance. Used when discovered.	Significantly increases Elemental Attack values and grants immunity to Slime.	Short	Long	Long

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Masks

Throughout your journey in Moga Woods, Cha-Cha and Kayamba come up with ideas for new Masks. These Masks grant them new abilities, increase their attack and defense, and even influence their behavior in combat!



To get new Masks, you need to complete Quests against large monsters. Every once in a while, the Shakalakas are inspired to create a new Mask and file a request with the Chief's Son. When this Request is completed, they receive a new Mask!

Only one Shakalaka can equip a Mask at a time, and some Masks can only be equipped by either Cha-Cha or Kayamba. Collecting all the Masks is a considerable challenge, but it makes your Shakalakas more powerful than you could possibly imagine!

Acorn Mask



Unlock Requirements: Cha-Cha has it by default

Special Ability: Cha-Cha only

This is a well-rounded Mask that only Cha-Cha can use. While it has no special abilities, it remains useful throughout the game because of its well-rounded stats.

MASK STATS

STAT MODIFIERS	ABILITIES	ATTACK RANGE	TARGET PREF.	RETREAT HEALTH	GATHERING ODDS	ANGER RATE	ANGER ATTACK	SPECIAL ABILITY
Atk Up, Def Up	1-3	Mostly Close	Large preferred	Low	High Chance	Average	Rapid Attacks	—

Lamp Mask



Unlock Requirements: Clear Village ★4 Quest "Dragon Lady," then fulfill Villager Request "Lamp Mask"

Special Ability: Lamp

This Mask lights up the area around you, allowing you to see certain things easier. It also has a Fire Element attack when angry.

MASK STATS

STAT MODIFIERS	ABILITIES	ATTACK RANGE	TARGET PREF.	RETREAT HEALTH	GATHERING ODDS	ANGER RATE	ANGER ATTACK	SPECIAL ABILITY
Atk Up	2-3	Close only	Small preferred	Low	Low	Average	Fireball Throwing	Lamp

Ancient Mask



Unlock Requirements: Clear Villager Request "Ancient Mask"

Special Ability: Oxygen Supply

This Mask gives a Shakalaka the ability to supply you with Oxygen whenever you signal them. This Mask is very useful in long underwater fights like the battle against Ceadeus.

MASK STATS

STAT MODIFIERS	ABILITIES	ATTACK RANGE	TARGET PREF.	RETREAT HEALTH	GATHERING ODDS	ANGER RATE	ANGER ATTACK	SPECIAL ABILITY
Health Up, Def Up	2-3	Mostly close	Large preferred	Low	Average	Average	Knife throwing	Oxygen Supply

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Mystery Pot Mask



Unlock Requirements: Clear two Village ★4 Quests that aren't "Harvest Tour: Tundra" or "Accident Investigation," fulfill Villager Request "Field of Dreams," then talk to the Head Farmer

Special Ability: Item Change

This Mask allows you to change items into other items, sometimes for the best and sometimes not. The types of items you can get depend on your Mask Mastery.

The more you raise Mastery, the better items you can receive. The Color of Smoke emerging from the Mask determines what kind of item you receive. If you don't have time or forget to reclaim your item, he gives it back when you talk to him after the Quest.

ITEM RANKS

MASTERY	RANK
0	A-B
1	A-C
2	A-D
3	A-E

ITEM POSSIBILITY

RANK	QUANTITY	WHITE SMOKE	GREEN SMOKE	ORANGE SMOKE	RED SMOKE	BLUE SMOKE
A	5	(Item Mix)	(Item Mix)	(Item Mix)	(Item Mix)	(Item Mix)
B	5	Pickaxe, Bug Net	Potion, Lifecrystals	Cleanser, Herbal Medicine	Demondrug, Armorskin	Paintball, Fishing Harpoon
C	3	Mega Pickaxe, Mega Bug Net	Mega Potion, Immunizer	Cleanser, Herbal Medicine	Mega Demondrug, Mega Armorskin	Poison Smoke Bomb, Mega Harpoon
D	1	Bounce Bomb, Small Barrel Bomb+	Nutrients, Lifepowder	Energy Drink, Air Philter	Mega Demondrug, Mega Armorskin	Tranq Bomb, Psychoserum
E	1	Large Barrel Bomb, Bounce Bomb+	Mega Nutrients, Health Horn	Dash Juice, Antidote Horn	Demon Horn, Armor Horn	Dung Bomb, Trap Tool
F	—	Pitfall Trap, Barrel Bomb L+	Max Potion, Ancient Potion	Mega Dash Juice, Mega Air Philter	Might Pill, Adamant Pill	Sonic Bomb, Flash Bomb

The Item Mix includes: Blue Mushroom, Airweed, Stone, Large Barrel, Fire Herb, Might Seed, Spider Web, Antidote Herb, Cactus Flower, Small Barrel, Ivy, Whetstone, Hot Pepper, Exciteshroom, Toadstool, Bitterbug, Nitroshroom, Adamant Seed, Sleep Herb, Sap Plant, Honey, Ice Crystal, Godbug, Paintberry, Bone, Old Pickaxe, Parashroom, Dragon Toadstool, or Herb.

MASK STATS

STAT MODIFIERS	ABILITIES	ATTACK RANGE	TARGET PREF.	RETREAT HEALTH	GATHERING ODDS	ANGER RATE	ANGER ATTACK	SPECIAL ABILITY
Atk Up, Def Up	2-3	Mostly long	Large preferred	Medium	Average	Average	Spread Poison	Item Change

Fluffy Mask



Unlock Requirements: Clear Village ★3 Quest "Playing with Fire," then fulfill Villager Request "Fluffy Mask"

Special Ability: Auto-Tracker

This Mask allows you to track a large monster at any time without painting them. Signal the Shakalaka wearing this Mask to make the large monster pop up on your map.

MASK STATS

STAT MODIFIERS	ABILITIES	ATTACK RANGE	TARGET PREF.	RETREAT HEALTH	GATHERING ODDS	ANGER RATE	ANGER ATTACK	SPECIAL ABILITY
Health Down, Def Down	1	Can't attack	Small preferred	High	Extremely high	Hard to anger	Throws Dung Bombs	Auto-Tracker

Grill Mask



Unlock Requirements: Clear Village ★3 Quest "Leading the Charge," then fulfill Villager Request "Grill Mask"

Special Ability: BBQ Set Replacement

When a Shakalaka is wearing this mask, you can grill meat without carrying a BBQ Set around. This can be useful if you need more item space.

MASK STATS

STAT MODIFIERS	ABILITIES	ATTACK RANGE	TARGET PREF.	RETREAT HEALTH	GATHERING ODDS	ANGER RATE	ANGER ATTACK	SPECIAL ABILITY
Atk Down, Stamina Recovery Speed Up	2-3	Only long range	Small preferred	Medium	Average	Hard to anger	Spreads flame	BBQ

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False Felyne



Unlock Requirements: Clear Village ★5 Quest "Save Moga Village," then make a ★★★★ Trade with the Argosy Rare Goods

Special Ability: Bomb Tosser

When this Mask is equipped, the Shakalaka fights with only Bombs. This makes it useful against large monsters, but it can be tough to use.

MASK STATS

STAT MODIFIERS	ABILITIES	ATTACK RANGE	TARGET PREF.	RETREAT HEALTH	GATHERING ODDS	ANGER RATE	ANGER ATTACK	SPECIAL ABILITY
Health Up, Stamina Recovery Speed Down	0-2	Mostly close	Large preferred	Very low	Low	Average	Large Barrel Bombs	Bombs

Pincer Mask



Unlock Requirements: Kayamba has it by default

Special Ability: Kayamba only

Much like the Acorn Mask, but can only be equipped by Kayamba. A useful Mask due to its ability to handle many situations.

MASK STATS

STAT MODIFIERS	ABILITIES	ATTACK RANGE	TARGET PREF.	RETREAT HEALTH	GATHERING ODDS	ANGER RATE	ANGER ATTACK	SPECIAL ABILITY
Atk Up, Def Up	1-3	Mostly Close	Large preferred	Low	Average	Easily angered	Rapid Attacks	—

Mock Melynx



Unlock Requirements: Clear Village ★7 Quest "Splash Damage," then fulfill Villager Request "Mock Melynx"

Special Ability: Steal

This Mask gives your Shakalaka the ability to steal items from monsters. It is slightly weaker but it can allow you to collect more materials. Its Anger Attack causes it to throw Felvine Bombs which can be very bad for you.

MASK STATS

STAT MODIFIERS	ABILITIES	ATTACK RANGE	TARGET PREF.	RETREAT HEALTH	GATHERING ODDS	ANGER RATE	ANGER ATTACK	SPECIAL ABILITY
Def Down, Stamina Recovery Speed Up	0-2	Close only	Large preferred	Very low	Low	Average	Large Felvine Bombs	Steal

Stink Mask



Unlock Requirements: Clear Village ★6 Quest "Poison Control," then make a ★★★★★ Trade with the Argosy Rare Goods

Special Ability: Dung Bombs

When this Mask is equipped, the Shakalaka throws a Dung Bomb when he is signaled. This allows you to easily take care of Quests with multiple monsters since there are no restrictions on Dung Bombs.

MASK STATS

STAT MODIFIERS	ABILITIES	ATTACK RANGE	TARGET PREF.	RETREAT HEALTH	GATHERING ODDS	ANGER RATE	ANGER ATTACK	SPECIAL ABILITY
Atk Down, Stamina Recovery Speed Up	2-3	Only long range	Large preferred	Medium	High	Hard to anger	Throws Dung Bombs	Dung Bombs

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Whetstone Mask



Unlock Requirements: Clear Village ★7 Quest "Splash Damage," then make a ★★★★★★ Trade with the Argosy Rare Goods

Special Ability: Whetstone

When using this Mask, your Hunter gains an item that allows you to sharpen your weapon using a Shakalaka instead of an item. Aside from that feature, this Mask gives good Attack power and more Health, which is useful in combat.

MASK STATS

STAT MODIFIERS	ABILITIES	ATTACK RANGE	TARGET PREF.	RETREAT HEALTH	GATHERING ODDS	ANGER RATE	ANGER ATTACK	SPECIAL ABILITY
Health Up, Atk Up	1-2	Close only	Small preferred	Low	Low	Average	Throwing knives	Whetstone

Pitfall Mask



Unlock Requirements: Clear Village ★8 Quest "Masked Robbery," then fulfill Villager Request "Pitfall Mask"

Special Ability: Pitfall Trapper

This Mask allows you to tell the Shakalaka to set a Pitfall Trap by pressing Signal. This takes a long time, and so does the delay before you can set another, but you can shorten this delay by increasing Mask Mastery.

MASK STATS

STAT MODIFIERS	ABILITIES	ATTACK RANGE	TARGET PREF.	RETREAT HEALTH	GATHERING ODDS	ANGER RATE	ANGER ATTACK	SPECIAL ABILITY
Health Up	0	Extra-long range	Small preferred	Low	Average	Hard to anger	Throws fireballs	Pitfall Trapper

Nulberry Mask



Unlock Requirements: Clear Village ★6 Quest "Poison Control," then fulfill Villager Request "Nulberry Mask"

Special Ability: Nullfication

This Mask makes your Shakalaka stop attacking, but it allows him to cure any status ailments on your Hunter. This Mask is best against monsters that constantly apply negative ailments to you.

MASK STATS

STAT MODIFIERS	ABILITIES	ATTACK RANGE	TARGET PREF.	RETREAT HEALTH	GATHERING ODDS	ANGER RATE	ANGER ATTACK	SPECIAL ABILITY
Health Down	1-2	Can't attack	Small preferred	Medium	Extremely high	Hard to anger	Scatter Paralysis	Use Nulberries

Gag Gargwa



Unlock Requirements: Clear Village ★6 Quest "Under the Yolk," then fulfill Villager Request "Gag Gargwa"

Special Ability: None

While wearing this Mask, the Shakalaka constantly withdraws from battle after taking any kind of damage. Every time it withdraws, it leaves an item, which differs depending on your level of Mastery.

ITEM DROP RATE

ITEM NAME	MASTERY 0 %	MASTERY 1 %	MASTERY 2 %	MASTERY 3 %	MASTERY 4 %	MASTERY 5 %
First-Aid Med	30%	20%	10%	10%	3%	0%
Herb	25%	25%	25%	25%	17%	15%
Antidote Herb	15%	15%	15%	5%	5%	5%
Honey	10%	15%	18%	18%	18%	20%
Might Seed	7%	9%	10%	12%	15%	15%
Adamant Seed	7%	9%	10%	12%	15%	15%
Small Golden Egg	4%	5%	8%	12%	18%	20%
Lifepowder	2%	2%	4%	6%	9%	10%

MASK STATS

STAT MODIFIERS	ABILITIES	ATTACK RANGE	TARGET PREF.	RETREAT HEALTH	GATHERING ODDS	ANGER RATE	ANGER ATTACK	SPECIAL ABILITY
Atk Up, Def Up	1-3	Mostly close	Large preferred	Low	High Chance	Average	Rapid Attacks	—

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Rathalos Mask



Unlock Requirements: Clear Village ★9 Key Quests then fulfill Villager Request "Rathalos Mask"

Special Ability: Roar

This Mask is focused mostly on damage and is great for hunting large monsters. The Roar ability functions like a Sonic Bomb, while the angry Fireball Spit attack is a strong fire-element attack.

MASK STATS

STAT MODIFIERS	ABILITIES	ATTACK RANGE	TARGET PREF.	RETREAT HEALTH	GATHERING ODDS	ANGER RATE	ANGER ATTACK	SPECIAL ABILITY
Atk Up, Stamina Recovery Speed Down	1-2	Mostly close	Large preferred	Low	Extremely low	Easily angered	Fireball Spew	Roar

Ultimate Mask



Unlock Requirements: Clear Village ★9 Quest "Conqueror of Land and Sea"

Special Ability: None

This mask can occasionally stop a monster's attack and is mostly focused on defense. Its attack is fairly low but it actively pursues large monsters even when enraged.

MASK STATS

STAT MODIFIERS	ABILITIES	ATTACK RANGE	TARGET PREF.	RETREAT HEALTH	GATHERING ODDS	ANGER RATE	ANGER ATTACK	SPECIAL ABILITY
Health Up, Stamina Recovery Speed Down	1	Mostly close	Large preferred	Very low	—	Average	The King's Anger	Style of the King

Idol Mask



Unlock Requirements: Clear Village ★8 Quest "Masked Robbery," then make a ★★★★★★★ Trade with the Argosy Rare Goods

Special Ability: Farcaster

This Mask causes your Shakalaka to have enhanced Attack and Defense and makes it much more powerful. Its special ability allows you to travel quickly to the Base Camp and restore your Health and cure any Abnormal Statuses.

MASK STATS

STAT MODIFIERS	ABILITIES	ATTACK RANGE	TARGET PREF.	RETREAT HEALTH	GATHERING ODDS	ANGER RATE	ANGER ATTACK	SPECIAL ABILITY
Atk Up, Def Up	0-2	Mostly close	Large preferred	Medium	Low	Easily angered	Spreads flame	Farcaster

Artillery Mask



Unlock Requirements: Clear Village ★7 Quest "Rumble in the Great Desert," then fulfill Villager Request "Artillery Mask"

Special Ability: Artillery

This Mask causes the Shakalaka to attack by firing cannons. This can do huge damage but causes both of your Shakalakas to have very little Stamina. Don't count on many Dances while it's equipped.

MASK STATS

STAT MODIFIERS	ABILITIES	ATTACK RANGE	TARGET PREF.	RETREAT HEALTH	GATHERING ODDS	ANGER RATE	ANGER ATTACK	SPECIAL ABILITY
Atk Down, Def Up	0-2	Extra-long range	Large preferred	Medium	Average	Average	Large Cannonball	Artillery

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Abilities



Abilities are unique traits that can be assigned to a Shakalaka and allow them to perform a variety of additional functions. Many of these abilities give the Shakalaka Elemental or Abnormal Status abilities, while others may simply increase their stats.

The number of abilities the Shakalaka can equip depends on the equipped Mask and how much Mastery they have. At most, a Shakalaka can equip three abilities, but some Masks can only ever equip one!

New abilities are acquired as the Shakalaka gains levels, but you won't know if they've gained any until you talk to them. Speak with them often to earn their new abilities and make them as powerful as possible!

The accompanying table contains the following information:

Name of Ability

Function

Level Learned: The level needed for the Shakalaka to unlock the Ability.

How to Learn: Even if the Shakalaka reaches the required level, they don't learn the Ability until they also perform the action listed.

ABILITY LIST

NAME	FUNCTION	LEVEL	HOW TO LEARN
Shock Trapper	If in a Zone for a long time there is a small chance to set a Shock Trap. Only occurs once per Quest.	30	Hunt an Agnaktor
Fire Attack	Melee Attack given Fire Element, Attack power is slightly reduced.	—	Default
Water Attack	Melee Attack given Water Element, Attack power is slightly reduced.	—	Default
Ice Attack	Melee Attack given Ice Element, Attack power is slightly reduced.	—	Default
Thunder Attack	Melee Attack given Thunder Element, Attack power is slightly reduced.	—	Default
Dragon Attack	Melee Attack given Dragon Element, Attack power is slightly reduced.	16	Hunt a Rathian or Subdue a Ceadeus
Element Attack Up	Elemental Attack power increased. Only available if an Element Attack ability is equipped.	24	Hunt one of Lagiacrus or Agnaktor
Poison Attack	Melee Attack given Poison Attribute, Attack power is slightly reduced.	20	Hunt a Gigginox
Paralysis Attack	Melee Attack given Paralysis Attribute, Attack power is slightly reduced.	12	Hunt a Gobul
Sleep Attack	Melee Attack given Sleep Attribute, Attack power is slightly reduced.	14	Hunt a Great Baggi
Ailment Attack Up	Abnormal Status attack value increased except for Slime.	26	Hunt a Rathalos
Stun Attack	Attacks can stun large monsters.	10	Hunt a Barroth
Affinity Boost	Melee attacks can cause Critical hits.	2	Hunt one of Great Baggi or Barroth
Attack Boost	Attack power increased.	8	Hunt one of Barroth or Barioth
Defense Boost	Defense increased.	6	Hunt one of Uragaan or Royal Ludroth
Guard Boost	Shakalaka guards more often and loses less Health for doing so.	29	Hunt an Uragaan
Agility Boost	Movement Speed increased.	27	Hunt a Barioth
Speedy Recovery	Health recovery when Shakalaka escapes is doubled and revives from defeat twice as fast.	—	Subdue a Ceadeus
Hunter	Shakalaka won't gather items but has increased Attack, Defense, and Stamina.	—	★ Rare Good from Argosy, Wyvernian Hub
Gatherer	Shakalaka is more likely to gather items.	—	★★ Rare Good from Argosy, Wyvernian Hub
Seven Lives	Every time a Shakalaka is defeated in a Quest (maximum 7 times) their Attack and Defense increases.	—	★★ Rare Good from Argosy, Wyvernian Hub
Last Stand	Increases Attack, Defense, and Stamina by 1.5x but does not return to a Quest once defeated.	—	★★★ Rare Good from Argosy, Wyvernian Hub
Rage	Anger increases twice as fast.	28	Hunt a Diablos
Earplugs	Low- and High-powered roars are ignored.	18	Hunt one of Gigginox, Rathalos, Diablos, or Rathian
Weatherbreaker	Low- and High-powered Wind Pressure and Currents are ignored.	4	Hunt one of Qurupeco, Rathian, Rathalos, Royal Ludroth, Gobul, or Lagiacrus
Antidotal	Immune to Poison.	22	Hunt Gigginox
Bombardier	Bombs deal more damage and used more often.	—	★★ Rare Good from Argosy, Wyvernian Hub
Rocketeer	Long-range weapons and Ballista attack power is increased, as well as attacks with the Artillery Mask.	40	Subdue Jhen Mohran
Blood Brothers	When one Shakalaka is defeated the other Shakalaka's Attack and Defense increases.	—	Learned when Kayamba is acquired
Slime Attack	Melee Attack given Slime Attribute, Attack power is slightly reduced.	35	Hunt a Brachydios

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Monsters

This section provides data for each of the monsters found in Low-rank and their carves in High- and G-rank. Use this information to prepare for a Quest by bringing the most damaging weapon against a given type of monster. You can also learn how to find the necessary pieces to create new, more powerful weapons and armor.

How to Use this Data

Damage Chart: How much damage a monster incurs from a weapon. The numbers are separated by type of damage and as a percentage of a weapon's attack power. Multiple numbers in a cell indicate that a monster's defense changes when it is enraged. As an example, Arzuros's body has an Impact defense rating of 50/30, which means that he suffers 50% of a Hammer attack's damage on his body, but only 30% when he's enraged.

Habitats: Which areas a monster may travel to in a particular map. If the number is not listed, the monster will not travel to that area. The area marked with "(Start)" is where the monster spawns in once a quest begins, but it will probably move out of that area before you can reach it. The area labeled "(Rest)" is where the monster goes to sleep after it suffers significant damage. If no (Rest) area is indicated, then the monster will sleep in the area labeled (Start).

Sizes: The sizes required to earn the indicated crown for each particular large monster. This information is useful for earning the Miniature, Large, and King's Crown Awards on your Guild Card.

Anger Effects: The boosts (or penalties) a monster gains when it enters raged state. The more "+" marks, the more that stat is enhanced. Likewise with "–" marks. If "=" is listed, then the stat remains the same during rage state.

Tolerances: How vulnerable to abnormal status effects a monster is. Duration indicates how long an effect lasts, Initial Tolerance indicates how easy or difficult it is to inflict a status element on a monster, Tolerance Increase indicates how much their Tolerance increases after being inflicted with a status element, and Damage indicates how much damage the status element deals. Poison, Sleep, and Paralyze are self-explanatory. Dizzy indicates their susceptibility to being stunned by Impact weapons, Fatigue indicates how much they suffer during fatigue state, and Explosives indicates how much damage is suffered from Bomb attacks.

Part Durability: Indicates the Durability of each vulnerable area on a monster, as well as the effect when the Durability is decreased to zero. In some cases, this is accompanied by a visual effect of a part visibly breaking, but this is not always the case. If an effect is indicated as Alternating, it means the effect changes after each time the Durability is decreased to zero, starting with the first listed effect.

Breakable Parts: Which areas on a monster are breakable. In many cases, this means decreasing the Durability of a part to zero; ocassionally multiple times. Otherwise, this requires dealing damage of a certain type, either Impact or Cut. The requirement to break a part is listed for each part.

Carves: What items you can get whenever you Carve a defeated monster. The number of times you can carve a monster is listed by each part.

Break Part Rewards: When a monster part is broken often, you'll receive additional rewards at the end of a quest.

Tears: What items you can get from picking up monster tears and how to cause a monster to produce these tears. Monsters have a limited number of tears they can produce; this amount is listed by each Tear chart. If a % chance is listed by a Tear, it indicates how likely it is a monster will produce Tears when the specified action is performed.

Free Hunt: The rewards earned for hunting a monster outside of a quest's objectives. Free Hunt monsters differ depending on the quest and are listed in each quest's description.



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Small Monsters

Altaroth



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
BODY	100	100	100	100	100	100	100	100	100

BODY CARVES—BODY INTACT THROUGH POISON DAMAGE OR LUCK

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
ALTAROTH STOMACH	50%	QUALITY SAC	60%	QUALITY SAC	10%
ALTAROTH JAW	25%	ALTAROTH JAW	15%	PRIZED STOMACH	60%
MONSTER FLUID	25%	MONSTER BROTH	15%	MONSTER ESSENCE	15%
—	—	ALTAROTH STOMACH	10%	ALTAROTH JAW	15%

TEARS—KILLED WHEN BELLY IS BLUE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
RIPENED MUSHROOM	90%	RIPENED MUSHROOM	90%	RIPENED MUSHROOM	90%
MONSTER FLUID	10%	MONSTER BROTH	10%	MONSTER ESSENCE	10%

TEARS—KILLED WHEN BELLY IS GREEN

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
NULBERRY	90%	NULBERRY	90%	NULBERRY	90%
MONSTER FLUID	10%	MONSTER BROTH	10%	MONSTER ESSENCE	10%

TEARS—KILLED WHEN BELLY IS YELLOW

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
HONEY	90%	HONEY	90%	HONEY	90%
MONSTER FLUID	10%	MONSTER BROTH	10%	MONSTER ESSENCE	10%

TEARS—KILLED WHEN BELLY IS GOLD

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
FINE STOMACH	75%	FINE STOMACH	75%	FINE STOMACH	75%
LUMINOUS STOMACH	25%	LUMINOUS STOMACH	25%	LUMINOUS STOMACH	25%

TEARS—KILLED WHEN BELLY IS GRAY

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
INSECT HUSK	48%	INSECT HUSK	48%	INSECT HUSK	48%
ALTAROTH STOMACH	32%	ALTAROTH STOMACH	32%	QUALITY SAC	32%
MONSTER FLUID	20%	MONSTER FLUID	20%	MONSTER ESSENCE	20%

Altaroth Belly changes color when it eats at a gathering spot. The color it's belly turns to depends mostly on what type of gathering point it eats at:

Blue—Altaroth eats at a Mushroom spot

Green—Altaroth eats at a Fruit spot

Yellow—Altaroth eats at a Honey spot

Gray—Altaroth eats anywhere else

Gold—12.6% chance that the Altaroth will eat somewhere then turn Gold

Anteka



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
BODY	100	90	90	100	50	5	80	10	100

BODY CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	ANTEKA ANTLER	35%	PRIZED PELT	50%
—	—	HIGH-QUALITY PELT	30%	ANTEKA ANTLER	30%
—	—	WARM PELT	15%	RAW MEAT	10%
—	—	RAW MEAT	10%	WHITE LIVER	10%
—	—	WHITE LIVER	10%	—	—

KNOCKDOWN AND DIZZY CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	ANTEKA ANTLER	100%	ANTEKA ANTLER	100%

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Aptonoth



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	120	120	120	55	55	55	55	10	100
BODY	110	110	110	50	50	50	50	10	—

BODY CARVES—2 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
RAW MEAT	75%	RAW MEAT	75%	RAW MEAT	75%
MONSTER BONE S	25%	MONSTER BONE S	25%	MONSTER BONE S	25%

Baggi



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
BODY	100	100	100	100	100	100	100	100	100

BODY CARVES—DEFEATED WITH FISHING HARPOON

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BIG FIN	46%	BIG FIN	46%	GIANT FIN	46%
RAW MEAT	30%	RAW MEAT	30%	RAW MEAT	30%
LIFECRYSTALS	24%	LIFECRYSTALS	24%	LIFECRYSTALS	24%

Bnahabra



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
BODY	120	130	110	100	50	50	10	0	100

BODY CARVES—D.ISLAND/F.FOREST

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BNAHABRA SHELL	41%	BNAHA CARAPACE	35%	BNAHA CARAPACE	42%
BNAHABRA WING	32%	BNAHABRA WING	25%	BNAHABRA CUTWING	30%
MONSTER FLUID	17%	MONSTER BROTH	17%	MONSTER ESSENCE	20%
BNAHABRA SPINE	10%	BNAHABRA SPINE	10%	MONSTER BROTH	8%
—	—	MONSTER FLUID	7%	—	—
—	—	BNAHABRA SHELL	6%	—	—

BODY CARVES—S.PLAINS

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BNAHABRA SHELL	38%	BNAHA CARAPACE	35%	BNAHA CARAPACE	38%
BNAHABRA WING	30%	MONSTER BROTH	22%	MONSTER ESSENCE	28%
MONSTER FLUID	22%	BNAHABRA WING	20%	BNAHABRA CUTWING	28
BNAHABRA SPINE	10%	BNAHABRA SHELL	12%	MONSTER BROTH	10%
—	—	BNAHABRA SPINE	10%	—	—
—	—	MONSTER FLUID	8%	—	—

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Bnahabra (continued)

BODY CARVES—TUNDRA/M.PEAKS

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BNAHABRA WING	45%	BNAHABRA WING	35%	BNAHABRA CUTWING	44%
BNAHABRA SHELL	30%	BNAHA CARAPACE	25%	BNAHA CARAPACE	31%
MONSTER FLUID	15%	BNAHABRA SPINE	15%	MONSTER ESSENCE	19%
BNAHABRA SPINE	10%	MONSTER BROTH	15%	MONSTER BROTH	6%
—	—	BNAHABRA SHELL	5%	—	—
—	—	MONSTER FLUID	5%	—	—

BODY CARVES—VOLCANO

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BNAHABRA SHELL	45%	BNAHA CARAPACE	36%	BNAHA CARAPACE	41%
MONSTER FLUID	30%	MONSTER BROTH	30%	MONSTER ESSENCE	35%
BNAHABRA WING	15%	BNAHABRA WING	10%	BNAHABRA CUTWING	12%
BNAHABRA SPINE	10%	BNAHABRA SPINE	10%	MONSTER BROTH	12%
—	—	MONSTER FLUID	10%	—	—
—	—	BNAHABRA SHELL	4%	—	—

Bullfango



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
BODY	100	100	100	50	50	40	100	10	100

BODY CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BULLFANGO PELT	44%	BULLFANGO PELT	39%	MASSIVE BONE	30%
RAW MEAT	21%	BULLFANGO TUSK	25%	BULLFANGO TUSK	25%
BULLFANGO TUSK	20%	RAW MEAT	21%	BULLFANGO HEAD	17%
BONE	10%	BULLFANGO HEAD	10%	RAW MEAT	16%
BULLFANGO HEAD	5%	BONE	5%	BULLFANGO PELT	12%

Delex



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
BODY	90	90	90	0	50	0	30	0	100

BODY CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
MONSTER GUTS	45%	MONSTER GUTS	45%	GIANT FIN	40%
SHARPENED FANG	30%	QUALITY FIN	40%	MONSTER GUTS	35%
BIG FIN	25%	SHARPENED FANG	15%	SHARPENED FANG	15%
—	—	—	—	QUALITY FIN	10%

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Epioth



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	120	120	120	55	15	55	55	10	100
BODY	110	110	110	50	10	50	50	10	—

BODY CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
MONSTER GUTS	35%	HYDRO HIDE+	40%	SUPPLE PIEL	45%
MONSTER BONE S	30%	MONSTER GUTS	30%	HYDRO HIDE+	20%
HYDRO HIDE	20%	RAW MEAT	15%	MONSTER GUTS	20%
RAW MEAT	15%	MONSTER BONE S	15%	RAW MEAT	15%

Felyne



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
BODY	100	100	100	100	100	100	100	100	100

TEARS—HIT WITH FELVINE BOMB/DEFEATED

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
FIRST-AID MED	54%	FIRST-AID MED	54%	FIRST-AID MED	54%
ROUND ACORN	26%	ROUND ACORN	26%	ROUND ACORN	26%
PAWPRINT STAMP	12%	PAWPRINT STAMP	12%	PAWPRINT STAMP	12%
EZ FLASH BOMB	8%	EZ FLASH BOMB	8%	EZ FLASH BOMB	8%

Fish—Arowana



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
BODY	100	100	100	100	100	100	100	100	100

BODY CARVES—DEFEATED WITH FISHING HARPOON

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
SHARPENED FANG	50%	SHARPENED FANG	50%	SHARPENED FANG	50%
RAW MEAT	30%	RAW MEAT	30%	RAW MEAT	30%
CATALYST	20%	CATALYST	20%	CATALYST	20%

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Fish — Catfish



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
BODY	100	100	100	100	100	100	100	100	100

BODY CARVES—DEFEATED WITH FISHING HARPOON

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
MONSTER GUTS	41%	MONSTER GUTS	41%	MONSTER GUTS	41%
VELVETY HIDE	33%	VELVETY HIDE	33%	VELVETY HIDE	33%
RAW MEAT	26%	RAW MEAT	26%	RAW MEAT	26%

Fish — Jellyfish



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
BODY	100	100	100	100	100	100	100	100	100

BODY CARVES—DEFEATED WITH FISHING HARPOON

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
VELVETY HIDE	52%	VELVETY HIDE	52%	VELVETY HIDE	52%
RAW MEAT	33%	RAW MEAT	33%	RAW MEAT	33%
BOMB SAC	20%	BOMB SAC	20%	BOMB SAC	20%

Fish — Molid



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
BODY	100	100	100	100	100	100	100	100	100

BODY CARVES—DEFEATED WITH FISHING HARPOON

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BIG FIN	46%	BIG FIN	46%	GIANT FIN	46%
RAW MEAT	30%	RAW MEAT	30%	RAW MEAT	30%
LIFECRYSTALS	24%	LIFECRYSTALS	24%	LIFECRYSTALS	24%

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Fish — Perciform



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
BODY	100	100	100	100	100	100	100	100	100

BODY CARVES—DEFEATED WITH FISHING HARPOON

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BIG FIN	48%	BIG FIN	48%	BIG FIN	48%
RAW MEAT	32%	RAW MEAT	32%	RAW MEAT	32%
DASH EXTRACT	20%	DASH EXTRACT	20%	DASH EXTRACT	20%

Fish — Sharq



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
BODY	100	100	100	100	100	100	100	100	100

BODY CARVES—DEFEATED WITH FISHING HARPOON

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
SHARPENED FANG	42%	SHARPENED FANG	42%	SHARPENED FANG	42%
SHARQSKIN	22%	SHARQSKIN	22%	SHARQSKIN	22%
RAW MEAT	20%	RAW MEAT	20%	RAW MEAT	20%
IMMUNIZER	16%	IMMUNIZER	16%	IMMUNIZER	16%

Gargwa



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	110	110	110	100	90	90	90	5	100
BODY	105	105	105	90	80	80	80	0	—

BODY CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	RAW MEAT	70%	RAW MEAT	70%
—	—	GARGWA FEATHER	25%	GARGWA FEATHER	25%
—	—	MONSTER BONE S	5%	MONSTER BONE S	5%

TEARS—DAMAGE WHEN UNDISCOVERED

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	GARGWA EGG	42%	GARGWA EGG	42%
—	—	GARGWA GUANO	24%	GARGWA GUANO	24%
—	—	GOLD GARGWA EGG	18%	GOLD GARGWA EGG	18%
—	—	HERB	12%	HERB	12%
—	—	INSECT HUSK	4%	INSECT HUSK	4%

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Giggi



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
BODY	85	80	90	60	25	0	0	10	100

BODY CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
VELVITY HIDE	65%	VELVITY HIDE	55%	MONSTER ESSENCE	30%
GIGGI EXTRACT	20%	GIGGI EXTRACT	20%	GIGGI EXTRACT	25%
MONSTER FLUID	15%	MONSTER FLUID	15%	VELVETY HIDE	25%
—	—	MONSTER BROTH	10%	MONSTER BROTH	20%

Jaggi



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
BODY	115	115	120	70	50	50	50	10	100

BODY CARVES—DEFEATED WITH FISHING HARPOON

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BIRD WYVERN FANG	40%	AVIAN FINEBONE	37%	AVIAN STOUTBONE	51%
JAGGI HIDE	29%	BIRD WYVERN FANG	35%	BIRD WYVERN FANG	25%
JAGGI SCALE	23%	JAGGI SCALE+	18%	JAGGI SCALE+	24%
MONSTER BONE S	8%	JAGGI HIDE	10%	—	—

Jaggia



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
BODY	85	85	95	75	50	50	50	10	100

BODY CARVES—2 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
JAGGI HIDE	43%	JAGGI SCALE+	55%	JAGGI SCALE+	48%
JAGGI SCALE	30%	AVIAN FINEBONE	22%	AVIAN STOUTBONE	40%
BIRD WYVERN FANG	18%	BIRD WYVERN FANG	15%	BIRD WYVERN FANG	12%
MONSTER BONE S	9%	JAGGI HIDE	8%	—	—

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Kelbi



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
BODY	100	100	100	100	100	100	100	10	100

BODY CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
KELBI HORN	45%	KELBI HORN	45%	PRIZED PELT	40%
WARM PELT	30%	HIGH-QUALITY PELT	30%	KELBI HORN	35%
WHITE LIVER	15%	RAW MEAT	10%	RAW MEAT	10%
RAW MEAT	10%	WHITE LIVER	10%	WHITE LIVER	10%
—	—	WARM PELT	5%	HIGH-QUALITY PET	5%

KNOCKDOWN AND DIZZY CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
KELBI HORN	100%	KELBI HORN	100%	KELBI HORN	100%

Kelbi (Rare)



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
BODY	100	100	100	100	100	100	100	10	100

BODY CARVES—DEFEATED WITH FISHING HARPOON

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BLUE KELBI HORN	45%	BLUE KELBI HORN	45%	—	—
WARM PELT	30%	HIGH-QUALITY PELT	30%	—	—
WHITE LIVER	15%	RAW MEAT	10%	—	—
RAW MEAT	10%	WHITE LIVER	10%	—	—
—	—	WARM PELT	5%	—	—

KNOCKDOWN AND DIZZY CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BLUE KELBI HORN	65%	BLUE KELBI HORN	65%	—	—
KELBI HORN	35%	KELBI HORN	35%	—	—

Ludroth



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	90	95	90	40	0	10	30	0	100
BODY	85	85	80	60	0	10	25	0	—

BODY CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
HYDRO HIDE	49%	HYDRO HIDE+	45%	SUPLLE PIEL	61%
IMMATURE SPONGE	32%	IMMATURE SPONGE	32%	HYDRO HIDE+	29%
MONSTER BONE S	19%	MONSTER BONE M	13%	MONSTER BONE M	10%
—	—	HYDRO HIDE	5%	—	—
—	—	MONSTER BONE S	5%	—	—

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Melynx



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
BODY	110	100	100	100	100	100	100	10	100

TEARS—HIT WITH FELVINE BOMB/DEFEATED

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
SECRET STASH	50%	SECRET STASH	50%	SECRET STASH	50%
RATION	27%	RATION	27%	RATION	27%
PAWPRINT STAMP	20%	PAWPRINT STAMP	20%	PAWPRINT STAMP	20%
EZ SHOCK TRAP	3%	EZ SHOCK TRAP	3%	EZ SHOCK TRAP	3%

Popo



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	110	110	110	55	10	10	15	10	100
BODY	100	100	100	50	10	10	10	10	—

BODY CARVES—2 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
POPO TONGUE	45%	POPO TONGUE	45%	POPO TONGUE	35%
RAW MEAT	30%	RAW MEAT	25%	RAW MEAT	25%
BONE	20%	JUMBO BONE	20%	STOUTBONE	20%
JUMBO BONE	5%	BONE	8%	PRIZED PELT	20%
—	—	STOUTBONE	2%	—	—

Rhenoplos



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	35	40	45	0	45	45	45	5	100
BODY	100	105	110	10	50	50	50	10	—

BODY CARVES—2 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
RHENOPLOS SHELL	35%	RHENO CARAPACE	35%	RHENOPLOS BONE	50%
RAW MEAT	35%	RAW MEAT	20%	RHENO CARAPACE	30%
MONSTER BONE M	20%	RHENOPLOS SHELL	15%	RAW MEAT	20%
RHENOPLOS SCALP	10%	RHENOPLOS SCALP	15%	—	—
—	—	MONSTER BONE M	15%	—	—

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Slagtoth



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	85	80	80	35	35	45	55	5	100
BODY	75	70	80	30	30	40	50	5	—

BODY CARVES—2 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	SLAGTOTH OIL	40%	SLAGTOTH HIDE+	35%
—	—	SLAGTOTH HIDE+	40%	RHENOPLOS BONE	30%
—	—	RAW MEAT	15%	SLAGTOTH OIL	20%
—	—	MONSTER BONE+	5%	RAW MEAT	15%

Uroktor



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	85	85	80	0	40	10	30	0	100
BODY	80	80	70	0	60	10	25	0	—

BODY CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
UROKTOR SCALE	60%	UROKTOR SCALE+	55%	SUPPLE PIEL	60%
MONSTER BONE M	30%	MONSTER BONE M	20%	UROKTOR SCALE+	30%
DRAGONFELL BERRY	10%	DRAGONFELL BERRY	15%	DRAGONFELL BERRY	10%
—	—	UROKTOR SCALE	10%	—	—

Wroggi



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
BODY	95	95	95	0	30	70	10	10	100

BODY CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
WROGGI FANG	40%	WROGGI FANG	38%	AVIAN STOUTBONE	42%
WROGGI HIDE	29%	WROGGI SCALE+	35%	WROGGI SCALE+	30%
WROGGI SCALE	23%	AVIAN FINEBONE	20%	WROGGI FANG	28%
MONSTER BONE S	8%	WROGGI HIDE	7%	—	—

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Large Monsters

Arzuros



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	60/50	60/50	60/50	20	5	15	10	0	100
UPPER BODY	50/30	50/30	80/70	25	5	15	10	0	—
FRONT LEGS	32/22	35/22	28/24	30/25	5	20	30/25	0	—
BELLY/BACK LEGS	56/35	56/35	40/30	15	5	20	10	0	—
BUTT	85	85	44	15	5	20	10	0	—

HABITATS

D.ISLAND	2, 3, 5(START), 6(REST), 7, 9
S.PLAINS	—
F.FOREST	—
TUNDRA	—
VOLCANO	—
M.PEAKS	2(REST), 5(START), 6, 7, 8, 9

SIZES

SMALL	<512.73
BIG	>655.15
KING	>700.73

ANGER EFFECTS

ATTACK	+++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	MEDIUM	LOW	MEDIUM	LOW
SLEEP	VERY LONG	LOW	MEDIUM	—
PARALYZE	MEDIUM	LOW	MEDIUM	—
DIZZY	LONG	MEDIUM	MEDIUM	—
FATIGUE	LONG	V.LOW	MEDIUM	—
EXPLOSIVES	—	LOW	MEDIUM	LOW

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	LOW	SMALL REEL
UPPER BODY	MEDIUM	SMALL REEL
FRONT LEGS	VERY LOW	SMALL REEL
BELLY & BACK LEGS	HIGH	SMALL REEL
BUTT	MEDIUM	ALTERNATES SMALL REEL AND KNOCKDOWN

BREAKABLE PARTS

FRONT LEGS	DECREASE DURABILITY OF FRONT LEGS

REWARD ITEMS

BODY CARVES—3 Total Carves

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
ARZUROS PELT	65%	ARZUROS PELT+	60%	ARZUROS CORTEX	38%
ARZUROS SHELL	25%	ARZUROS CARAPACE	20%	MASSIVE BONE	27%
JUMBO BONE	10%	STOUTBONE	10%	ARZUROS PELT+	25%
—	—	ARZUROS PELT	10%	CRUSHING FANG	10%

TEAR—Hit with Vulnerability Item

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BEAST TEAR	75%	BEAST TEAR	38%	LRG BEAST TEAR	50%
ARZUROS PELT	25%	LRG BEAST TEAR	37%	BEAST TEAR	25%
—	—	ARZUROS PELT+	25%	ARZUROS PELT+	25%

TEAR—Attacked while Fatigued and eating Honey

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
HONEY	100%	HONEY	100%	HONEY	100%

TEAR—Hit while trying to catch fish

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
SUSHIFISH	85%	SUSHIFISH	85%	SUSHIFISH	85%
GOLDENFISH	15%	GOLDENFISH	15%	GOLDENFISH	15%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
ARZUROS SHELL	40%	ARZUROS CARAPACE	40%	ARZUROS CORTEX	38%
JUMBO BONE X2	25%	STOUTBONE X2	20%	ARZUROS ALLBRACE	20%
ARZUROS BRACE	20%	ARZUROS BRACE+	20%	CRUSHING FANG	15%
ARZUROS PELT	10%	ARZUROS SHELL X2	10%	ARZUROS CARAPACE X2	10%
SHARPENED FANG X2	5%	ARZUROS PELT+	10%	ARZUROS PELT+	10%
—	—	—	—	MASSIVE BONE X2	7%

BREAK PART—Front Legs

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
ARZUROS BRACE	70%	ARZUROS BRACE+	65%	ARZUROS ALLBRACE	65%
ARZUROS PELT	30%	ARZUROS PELT+	25%	ARZUROS PELT+	25%
—	—	ARZUROS BRACE X2	10%	ARZUROS BRACE+	10%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
ARZUROS SHELL	40%	ARZUROS CARAPACE	35%	ARZUROS CORTEX	37%
ARZUROS BRACE	20%	STOUTBONE X2	22%	ARZUROS ALLBRACE	20%
JUMBO BONE X2	18%	ARZUROS BRACE+	22%	CRUSHING FANG	12%
ARZUROS PELT	15%	ARZUROS PELT+	11%	MASSIVE BONE X2	11%
SHARPENED FANG X2	7%	ARZUROS SHELL X2	10%	ARZUROS CARAPACE X2	10%
—	—	—	—	ARZUROS PELT+	10%

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From the Library of Hao Feng

Agnaktor



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	55/15	60/15	50/15	0/10	30	20/25	25/15	35/0	100
NECK	40/15	35/15	30/15	0/10	15	15	10/0	20/0	—
BREAST	50/15	45/15	45/15	0/10	25	20	20/10	30/0	—
BODY	40/15	44/15	35/15	0/10	20	15/20	10/0	30/0	—
FIN	20	24	20	5	15	10	10	20	—
LEFT LEG	35/15	35/15	25/15	0/10	20	15	10/0	25/0	—
RIGHT LEG	35/15	35/15	25/15	0/10	20	15	10/0	25/0	—
TAIL	35/15	30/15	25/15	0/10	20	15	15/5	25/0	—

HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	—
TUNDRA	—
VOLCANO	5, 6, 7(START), 8, 10(REST)
M.PEAKS	—

SIZES

SMALL	<2443.23
BIG	>3121.90
KING	>3339.08

ANGER EFFECTS

ATTACK	+++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	V.LONG	MEDIUM	MEDIUM	HIGH
SLEEP	SHORT	MEDIUM	MEDIUM	—
PARALYZE	MEDIUM	MEDIUM	MEDIUM	—
DIZZY	SHORT	HIGH	MEDIUM	—
FATIGUE	V.LONG	LOW	SMALL	—
EXPLOSIVES	—	LOW	SMALL	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	LOW	LARGE REEL
BREAST	HIGH	SMALL REEL
BODY/BACK	V.HIGH	LARGE REEL
LEFT FRONT LEGS	MEDIUM	KNOCKDOWN
RIGHT FRONT LEGS	MEDIUM	KNOCKDOWN
LEFT BACK LEGS	MEDIUM	KNOCKDOWN
RIGHT BACK LEGS	MEDIUM	KNOCKDOWN
TAIL	MEDIUM	SMALL REEL

BREAKABLE PARTS

HEAD	DECREASE DURABILITY TO 0 TWICE
BREAST	DECREASE DURABILITY TO 0 TWICE
LEGS	DECREASE DURABILITY TO 0 FOR EACH LEG, CAN BE BROKEN TWICE
BODY/BACK	DECREASE DURABILITY TO 0
TAIL—BREAK	DECREASE DURABILITY TO 0
TAIL—CUT	BREAK, THEN DEAL SIGNIFICANT DAMAGE WITH CUT WEAPONS

REWARD ITEMS

BODY CARVES—3 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
AGNAKTOR SHELL	37%	AGNAK CARAPACE	37%	AGNAKTOR CORTEX	37%
AGNAKTOR HIDE	25%	AGNAKTOR HIDE+	20%	AGNAKTOR PIEL	20%
SCALDING PLEURA	20%	SCALDING PLEURA+	20%	SCORCHING PLEURA	20%
AGNAKTOR CLAW	8%	AGNAKTOR CLAW+	8%	AGNAK CARAPACE	12%
AGNAKTOR SCALE	5%	AGNAKTOR SHELL	8%	AGNAKTOR TALON	8%
FIRESTONE	5%	AGNAKTOR SCALE	4%	ALLFIRE STONE	3%
—	—	FIRECELL STONE	3%	—	—

TAIL CARVES—1 Time

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
AGNAKTOR TAIL	65%	AGNAKTOR TAIL	60%	AGNAKTOR TAIL	55%
AGNAKTOR FIN	27%	AGNAKTOR FIN+	25%	FINE AGNAK FIN	27%
FIRESTONE	8%	FIRECELL STONE	8%	ALLFIRE STONE	10%
—	—	FIRESTONE	7%	FIRECELL STONE	8%

TEAR—Attack when Eating (100%)/Throw Sonic Bomb when burrowing through the ground (60%)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
WYVERN TEAR	72%	WYVERN TEAR	37%	LRG WYVERN TEAR	50%
AGNAKTOR SCALE	20%	LRG WYVERN TEAR	35%	WYVERN TEAR	25%
FIRESTONE	8%	AGNAKTOR SCALE	20%	SCORCHING PLEURA	15%
—	—	FIRECELL STONE	8%	ALLFIRE STONE	10%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
AGNAKTOR HIDE	32%	AGNAKTOR HIDE+	30%	AGNAKTOR PIEL	30%
AGNAKTOR FIN	20%	AGNAKTOR FIN+	23%	FINE AGNAK FIN	23%
AGNAKTOR SCALE X2	18%	AGNAK CARAPACE	16%	AGNAKTOR TALON	12%
AGNAKTOR CLAW	12%	AGNAKTOR CLAW+	12%	AGNAKTOR FIN+ X2	10%
FIRESTONE	10%	FIRECELL STONE	8%	ALLFIRE STONE	8%
SCALDING PLEURA X2	8%	SCALDING PLEURA+ X2	8%	SCORCHING PLEURA X2	8%
—	—	WYVERN STONE	3%	FIRECELL STONE X2	6%
—	—	—	—	LRG WYVERN STONE	3%

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Agnaktor (continued)

BREAK PART—Head

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
AGNAKTOR BEAK	64%	AGNAKTOR BEAK	56%	AGNAKTOR BEAK	50%
AGNAKTOR SHELL	31%	AGNAK CARAPACE	30%	AGNAKTOR CORTEX	37%
LAVA NUGGET	5%	LAVA NUGGET X2	8%	ALLFIRE STONE	10%
—	—	WYVERN STONE	6%	LRG WYVERN STONE	3%

BREAK PART—Breast

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
SCALDING PLEURA	55%	SCALDING PLEURA+	50%	SCORCHING PLEURA	50%
AGNAKTOR HIDE	27%	AGNAKTOR HIDE+	22%	AGNAKTOR PIEL	22%
AGNAKTOR SCALE	10%	FIRECELL STONE	10%	ALLFIRE STONE	10%
FIRESTONE	8%	SCALDING PLEURA X2	10%	SCALDING PLEURA+ X2	10%
—	—	AGNAKTOR HIDE X2	8%	AGNAKTOR HIDE+ X2	8%

BREAK PART—Leg

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
AGNAKTOR SCALE	37%	AGNAKTOR CLAW+	34%	AGNAKTOR TALON	52%
AGNAKTOR CLAW	34%	AGNAKTOR SCALE	19%	AGNAKTOR CORTEX	19%
AGNAKTOR CLAW X2	20%	AGNAKTOR CLAW+ X2	18%	AGNAKTOR CLAW+ X2	12%
FIRESTONE	9%	AGNAKTOR CLAW X3	12%	ALLFIRE STONE	12%
—	—	FIRECELL STONE	12%	FIRECELL STONE X2	5%
—	—	FIRESTONE X2	5%	—	—

BREAK PART—Body/Back

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
AGNAKTOR FIN	50%	AGNAKTOR FIN+	48%	FINE AGNAK FIN	59%
AGNAKTOR HIDE	32%	AGNAKTOR HIDE+	30%	AGNAKTOR PIEL	30%
AGNAKTOR SCALE	18%	AGNAKTOR SCALE	10%	AGNAKTOR FIN+ X2	8%
—	—	AGNAKTOR FIN X2	8%	LRG WYVERN STONE	3%
—	—	WYVERN STONE	4%	—	—

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	AGNAKTOR TALON	22%
—	—	—	—	AGNAKTOR PIEL	22%
—	—	—	—	FINE AGNAK FIN	20%
—	—	—	—	AGNAKTOR CORTEX	13%
—	—	—	—	SCORCHING PLEURA X2	10%
—	—	—	—	ALLFIRE STONE	8%
—	—	—	—	LRG WYVERN STONE	5%

Glacial Agnaktor



HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	—
TUNDRA	1, 2, 3, 4, 5 (REST), 7 (START)
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	<2247.77
BIG	>2711.98
KING	>2834.14

ANGER EFFECTS

ATTACK	+++
DEFENSE	=
SPEED	++

DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	55/15	60/15	50/15	30	0	0	25/15	35/0	100
NECK	40/15	35/15	30/15	15	0	0	10/0	20/0	—
BREAST	50	45	45	25	0	0	20	30	—
BODY	40/15	44/15	35/15	25	0	0	10/0	30/0	—
FIN	20	24	20	15	0	0	10	20	—
LEFT LEG	35/15	40/15	25/15	20	0	0	10/0	25/0	—
RIGHT LEG	35/15	35/15	25/15	20	0	0	10/0	25/0	—
TAIL	35/15	30/15	25/15	20	0	0	15/5	25/0	—

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	V.LONG	MEDIUM	MEDIUM	HIGH
SLEEP	SHORT	MEDIUM	MEDIUM	—
PARALYZE	MEDIUM	MEDIUM	MEDIUM	—
DIZZY	SHORT	HIGH	MEDIUM	—
FATIGUE	V.LONG	LOW	SMALL	—
EXPLOSIVES	—	LOW	SMALL	MEDIUM

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PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	LOW	LARGE REEL
BREAST	HIGH	SMALL REEL
BODY/BACK	V.HIGH	LARGE REEL
LEFT FRONT LEGS	MEDIUM	KNOCKDOWN
RIGHT FRONT LEGS	MEDIUM	KNOCKDOWN
LEFT BACK LEGS	MEDIUM	KNOCKDOWN
RIGHT BACK LEGS	MEDIUM	KNOCKDOWN
TAIL	MEDIUM	SMALL REEL

BREAKABLE PARTS

HEAD	DECREASE DURABILITY TO 0 TWICE
LEGS	DECREASE DURABILITY TO 0 FOR EACH LEG, CAN BE BROKEN TWICE
BODY/BACK	DECREASE DURABILITY TO 0
TAIL—BREAK	DECREASE DURABILITY TO 0
TAIL—CUT	BREAK, THEN DEAL SIGNIFICANT DAMAGE WITH CUT WEAPONS

REWARD ITEMS

BODY CARVES—3 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	G.AGNAK CARAPACE	40%	G.AGNAK CORTEX	40%
—	—	DEWY PLEURA+	27%	DRENCHED PLEURA	27%
—	—	G.AGNAK HIDE+	20%	G.AGNAK PIEL	20%
—	—	G.AGNAK CLAW+	8%	G.AGNAK TALON	8%
—	—	GRACIUM	5%	GRACIUM	5%

TAIL CARVES—1 Time

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	G.AGNAK TAIL	65%	G.AGNAK TAIL	65%
—	—	G.AGNAK FIN+	27%	FINE G.AGNAK FIN	27%
—	—	GRACIUM	8%	GRACIUM	8%

TEAR—Attack when Eating (100%)/Throw Sonic Bomb when burrowing through the ground (60%)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
—	—	LRG WYVERN TEAR	37%	WYVERN TEAR	25%
—	—	GRACIUM	15%	G.AGNAK CORTEX	15%
—	—	G.AGNAK CARAPACE	10%	GRACIUM	10%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	G.AGNAK HIDE+	30%	G.AGNAK PIEL	30%
—	—	G.AGNAK FIN+	24%	FINE G.AGNAK FIN	23%
—	—	DEWY PLEURA+ X2	12%	DRENCHED PLEURA X2	12%
—	—	GRACIUM	11%	GRACIUM X2	11%
—	—	G.AGNAK BEAK	10%	G.AGNAK BEAK X2	10%
—	—	G.AGNAK CLAW+	10%	G.AGNAK TALON	10%
—	—	WYVERN STONE	3%	LRG WYVERN STONE	4%

BREAK PART—Head

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	G.AGNAK BEAK	64%	G.AGNAK BEAK	67%
—	—	G.AGNAK CARAPACE	30%	G.AGNAK CORTEX	30%
—	—	WYVERN STONE	6%	LRG WYVERN STONE	3%

BREAK PART—Leg

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	G.AGNAK CLAW+	52%	G.AGNAK TALON	65%
—	—	G.AGNAK CLAW+ X2	28%	G.AGNAK CLAW+ X2	23%
—	—	GRACIUM	12%	GRACIUM X3	12%
—	—	ISISIUM X2	8%	—	—

BREAK PART—Body/Back

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	G.AGNAK FIN+	61%	FINE G.AGNAK FIN	61%
—	—	G.AGNAK HIDE+	35%	G.AGNAK PIEL	36%
—	—	WYVERN STONE	4%	LRG WYVERN STONE	3%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	G.AGNAK FIN+	22%	FINE G.AGNAK FINE	23%
—	—	G.AGNAK CLAW+	20%	G.AGNAK TALON	20%
—	—	G.AGNAK HIDE+	20%	G.AGNAK PIEL	20%
—	—	DEWY PLEURA+ X2	12%	DRENCHED PLEURA X2	12%
—	—	GRACIUM	11%	GRACIUM X2	10%
—	—	G.AGNAK BEAK	10%	G.AGNAK BEAK X2	10%
—	—	WYVERN STONE	5%	LRG WYVERN STONE	5%

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From the Library of Hao Feng

Barioth



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	60	65	70	30	10	0	25	15	100
NECK/BACK	30	25	30	5	5	0	5	10	—
BELLY	45	25	40	10	0	0	5	5	—
THORNS	25	30	25	30	5	0	25	10	—
FRONT LEGS	30	30	30	15	0	0	10	5	—
BACK LEGS	35	35	35	10	5	0	5	0	—
TAIL	40	40	30	15	0	0	10	5	—

HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	—
TUNDRA	1, 2, 3, 4, 6 (START), 7
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	<1675.96
BIG	>2022.08
KING	>2113.17

ANGER EFFECTS

ATTACK	++++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	MEDIUM	MEDIUM	SMALL	LOW
SLEEP	MEDIUM	MEDIUM	LARGE	—
PARALYZE	MEDIUM	MEDIUM	LARGE	—
DIZZY	SHORT	HIGH	LARGE	—
FATIGUE	V.LONG	LOW	SMALL	—
EXPLOSIVES	—	MEDIUM	LARGE	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	MEDIUM	LARGE REEL
NECK/BODY	MEDIUM	SMALL REEL
LEFT THORN	MEDIUM	KNOCKDOWN
RIGHT THORN	MEDIUM	KNOCKDOWN
FRONT LEGS	MEDIUM	ALTERNATING SMALL REEL & KNOCKDOWN
LEFT BACK LEG	MEDIUM	KNOCKDOWN
RIGHT BACK LEG	MEDIUM	KNOCKDOWN
TAIL	MEDIUM	LARGE REEL

BREAKABLE PARTS

FANG	DECREASE HEAD DURABILITY TO 0 TWICE
LEFT THORN	DECREASE LEFT THORN DURABILITY TO 0. ONLY REWARDED ONCE FOR BREAKING BOTH THORNS.
RIGHT THORN	DECREASE RIGHT THORN DURABILITY TO 0. ONLY REWARDED ONCE FOR BREAKING BOTH THORNS.
TAIL	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPONS

REWARD ITEMS

BODY CARVES—3 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BARIOTH SHELL	43%	BARIOTH CARAPACE	35%	BARIOTH CORTEX	35%
FROST SAC	28%	FREEZER SAC	25%	CRYO SAC	25%
BARIOTH PELT	19%	BARIOTH PELT+	18%	BARIOTH FUR	18%
AMBER TUSKS	10%	AMBER TUSKS+	12%	HVY AMBER TUSKS	12%
—	—	BARIOTH PELT	10%	BARIOTH PELT+	10%

TAIL CARVES—1 Time

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BARIOTH TAIL	60%	BARIOTH TAIL	44%	BARIOTH LASH	56%
BARIOTH SHELL	24%	BARIOTH CARAPACE	30%	BARIOTH CORTEX	30%
BARIOTH SPIKE	16%	BARIOTH SPIKE	12%	BARIOTH CARAPACE	10%
—	—	BARIOTH SHELL	10%	LRG WYVERN STONE	4%
—	—	WYVERN STONE	4%	—	—

TEAR—When Rolling attack fails after both Thorns are broken

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
WYVERN TEAR	75%	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
BARIOTH SPIKE	15%	LRG WYVERN TEAR	37%	CRYO SAC	25%
FROST SAC	10%	FREEZER SAC	20%	WYVERN TEAR	25%
—	—	BARIOTH SPIKE	5%	—	—

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BARIOTH PELT	27%	BARIOTH PELT+	26%	BARIOTH FUR	31%
BARIOTH SPIKE	20%	FREEZER SAC	20%	CRYO SAC	21%
FROST SAC	20%	AMBER TUSKS	16%	HVY AMBER TUSKS	18%
AMBER TUSKS	18%	BARIOTH CLAW+	14%	BARIOTH TALON	18%
BARIOTH CLAW	15%	BARIOTH SPIKE X2	12%	FREEZER SAC X2	9%
—	—	FROST SAC X2	8%	LRG WYVERN STONE	3%
—	—	WYVERN STONE	4%	—	—

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Barioth (continued)

BREAK PART—Fang

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
AMBER TUSKS	55%	AMBER TUSKS+	50%	HVY AMBER TUSKS	50%
BARIOTH SHELL	25%	BARIOTH CARAPACE	25%	BARIOTH CORTEX	25%
FROST SAC	20%	FREEZER SAC	15%	CRYO SAC	15%
—	—	AMBER TUSKS X2	10%	AMBER TUSKS+ X2	10%

BREAK PART—Thorns

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BARIOTH CLAW	78%	BARIOTH CLAW+	74%	BARIOTH TALON	74%
BARIOTH SPIKE	12%	BARIOTH PELT+	10%	BARIOTH CLAW+ X2	16%
BARIOTH PELT	10%	BARIOTH CLAW X2	8%	BARIOTH FUR	10%
—	—	BARIOTH SPIKE	8%	—	—

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	AMBER TUSKS+	18%	HVY AMBER TUSKS	18%
—	—	BARIOTH PELT+	18%	BARIOTH FUR	18%
—	—	BARIOTH CLAW+	16%	BARIOTH TALON	16%
—	—	FREEZER SAC	15%	CRYO SAC	15%
—	—	BARIOTH CARAPACE	15%	BARIOTH CORTEX	15%
—	—	BARIOTH SPIKE X2	12%	FREEZER SAC X2	14%
—	—	WYVERN STONE	6%	LRG WYVERN STONE	4%

Sand Barioth



ANGER EFFECTS

ATTACK	++++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	MEDIUM	MEDIUM	SMALL	LOW
SLEEP	MEDIUM	MEDIUM	LARGE	—
PARALYZE	MEDIUM	MEDIUM	LARGE	—
DIZZY	SHORT	HIGH	LARGE	—
FATIGUE	V.LONG	LOW	SMALL	—
EXPLOSIVES	—	MEDIUM	LARGE	MEDIUM

DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	60	65	70	0	15	30	25	10	100
NECK/BACK	30	25	30	0	5	5	5	5	—
BELLY	45	25	40	0	5	10	5	5	—
THORNS	25	30	25	0	20	30	25	10	—
FRONT LEGS	30	30	30	0	5	15	10	5	—
BACK LEGS	35	35	35	0	5	10	5	0	—
TAIL	40	40	25	0	10	15	10	5	—

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	MEDIUM	LARGE REEL
NECK/BODY	MEDIUM	SMALL REEL
LEFT THORN	MEDIUM	KNOCKDOWN
RIGHT THORN	MEDIUM	KNOCKDOWN
FRONT LEGS	MEDIUM	ALTERNATING SMALL REEL & KNOCKDOWN
LEFT BACK LEG	MEDIUM	KNOCKDOWN
RIGHT BACK LEG	MEDIUM	KNOCKDOWN
TAIL	MEDIUM	LARGE REEL

HABITATS

D.ISLAND	—
S.PLAINS	8, 9 (START), 10, 11 (REST)
F.FOREST	—
TUNDRA	—
VOLCANO	—
M.PEAKS	—

BREAKABLE PARTS

FANG	DECREASE HEAD DURABILITY TO 0 TWICE
LEFT THORN	DECREASE LEFT THORN DURABILITY TO 0. ONLY REWARDED ONCE FOR BREAKING BOTH THORNS.
RIGHT THORN	DECREASE RIGHT THORN DURABILITY TO 0. ONLY REWARDED ONCE FOR BREAKING BOTH THORNS.
TAIL	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPONS

SIZES

SMALL	<1675.96
BIG	>2022.08
KING	>2113.17

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Sand Barioth (continued)

REWARD ITEMS

BODY CARVES—3 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	S.BARI CARAPACE	43%	S.BARIOTH CORTEX	35%
—	—	RUGGED PLEURA	25%	RUGGED PLEURA+	25%
—	—	S.BARIOTH PELT+	20%	S.BARIOTH FUR	18%
—	—	INDIGO TUSKS+	12%	HVY INDIGO TUSKS	12%
—	—	—	—	S.BARIOTH PELT+	10%

TAIL CARVES—1 Time

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	S.BARIOTH TAIL	70%	S.BARIOTH LASH	60%
—	—	S.BARI CARAPACE	25%	S.BARIOTH CORTEX	25%
—	—	WYVERN STONE	5%	S.BARI CARAPACE	10%
—	—	—	—	LRG WYVERN STONE	5%

TEAR—When Rolling attack fails after both Thorns are broken

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
—	—	LRG WYVERN TEAR	37%	RUGGED PLEURA+	25%
—	—	RUGGED PLEURA	25%	WYVERN TEAR	25%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	S.BARIOTH PELT+	34%	S.BARIOTH FUR	31%
—	—	RUGGED PLEURA	26%	RUGGED PLEURA+	21%
—	—	INDIGO TUSKS+	20%	HVY INDIGO TUSKS	18%
—	—	S.BARIOTH CLAW+	16%	S.BARIOTH TALON	18%
—	—	WYVERN STONE	4%	RUGGED PLEURA X2	9%
—	—	—	—	LRG WYVERN STONE	3%

BREAK PART—Fang

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	INDIGO TUSKS+	50%	HVY INDIGO TUSKS	50%
—	—	S.BARI CARAPACE	30%	S.BARIOTH CORTEX	25%
—	—	RUGGED PLEURA	20%	RUGGED PLEURA+	15%
—	—	—	—	INDIGO TUSKS+ X2	10%

BREAK PART—Thorns

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	S.BARIOTH CLAW+	74%	S.BARIOTH TALON	74%
—	—	S.BARIOTH PELT+	26%	S.BARIOTH CLAW+ X2	16%
—	—	—	—	S.BARIOTH FUR	10%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	INDIGO TUSKS+	21%	HVY INDIGO TUSKS	18%
—	—	S.BARIOTH PELT+	21%	S.BARIOTH FUR	18%
—	—	S.BARIOTH CLAW+	18%	S.BARIOTH TALON	16%
—	—	RUGGED PLEURA	17%	RUGGED PLEURA+	15%
—	—	S.BARI CARAPACE	17%	S.BARIOTH CORTEX	15%
—	—	WYVERN STONE	6%	RUGGED PLEURA X2	14%
—	—	—	—	LRG WYVERN STONE	4%

Barroth



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	22	25	15	0/40	50/0	20	0	0/10	100
BODY	36	45	35	0/25	30/0	30/0	10	0/5	—
FRONT LEGS	45	50	45	0/20	25/0	10	0	0/5	—
LEFT BACK LEG	36	30	25	0/20	25/0	15	0	0/5	—
LEFT RIGHT LEG	36	30	25	0/20	25/0	15	0	0/5	—
TAIL	42	42	45	0/25	30/0	20	0	0/10	—

HABITATS

D.ISLAND	—
S.PLAINS	1, 2, 3 (START), 4, 8
F.FOREST	—
TUNDRA	—
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	<1266.03
BIG	>1617.70
KING	>1730.24

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ANGER EFFECTS

ATTACK	+++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	SMALL	MEDIUM	SMALL	MEDIUM
SLEEP	MEDIUM	MEDIUM	MEDIUM	—
PARALYZE	MEDIUM	MEDIUM	MEDIUM	—
DIZZY	SHORT	MEDIUM	MEDIUM	—
FATIGUE	V.LONG	LOW	LARGE	—
EXPLOSIVES	—	LOW	MEDIUM	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	MEDIUM	LARGE REEL
BODY	MEDIUM	SMALL REEL
FRONT LEGS	LOW	SMALL REEL
LEFT BACK LEG	LOW	KNOCKDOWN (NORMAL), LARGE REEL (RAGED)
RIGHT BACK LEG	LOW	KNOCKDOWN (NORMAL), LARGE REEL (RAGED)
TAIL	MEDIUM	LARGE REEL

BREAKABLE PARTS

HEAD	DEAL SIGNIFICANT DAMAGE TO HEAD WITH IMPACT WEAPONS
FRONT LEGS	DECREASE FRONT LEGS DURABILITY TO 0.
TAIL	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPONS

REWARD ITEMS

BODY CARVES—3 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BARROTH SHELL	46%	BARROTH CARAPACE	42%	BARROTH CORTEX	44%
BARROTH RIDGE	29%	BARROTH RIDGE+	30%	BARROTH CHINE	28%
BARROTH SCALP	15%	BARROTH CLAW	18%	BARROTH TALON	18%
BARROTH CLAW	10%	BARROTH SCALP	10%	BARROTH CROWN	10%

HEAD CARVES—1 Time

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BARROTH SCALP	80%	BARROTH SCALP	58%	BARROTH CROWN	75%
BARROTH RIDGE	20%	BARROTH RIDGE+	34%	BARROTH CHINE	25%
—	—	BARROTH RIDGE	5%	—	—
—	—	WYVERN STONE	3%	—	—

TAIL CARVES—1 Time

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BARROTH TAIL	70%	BARROTH TAIL	55%	BARROTH LASH	72%
BARROTH RIDGE	30%	BARROTH RIDGE+	32%	BARROTH CHINE	25%
—	—	BARROTH RIDGE	10%	LRG WYVERN STONE	3%
—	—	WYVERN STONE	3%	—	—

TEAR (2 TIMES)—Break mud off Barroth (33% chance)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
WYVERN TEAR	75%	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
FERTILE MUD	20%	LRG WYVERN TEAR	37%	BARROTH CHINE	25%
BARROTH RIDGE	5%	FERTILE MUD	15%	WYVERN TEAR	25%
—	—	BARROTH RIDGE+	10%	—	—

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BARROTH SCALP	33%	BARROTH CARAPACE	25%	BARROTH CROWN	28%
BARROTH RIDGE	27%	BARROTH RIDGE+	25%	BARROTH CHINE	25%
BARROTH TAIL	25%	BARROTH SCALP	18%	BARROTH LASH	24%
FERTILE MUD X2	10%	BARROTH TAIL	14%	BARROTH CORTEX	10%
BARROTH SHELL	5%	FERTILE MUD X4	10%	FERTILE MUD X6	10%
—	—	BARROTH RIDGE	5%	LRG WYVERN STONE	3%
—	—	WYVERN STONE	3%	—	—

BREAK PART—Front Legs

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BARROTH CLAW	65%	BARROTH CLAW	62%	BARROTH TALON	62%
BARROTH SHELL	35%	BARROTH CARAPACE	23%	BARROTH CORTEX	23%
—	—	BARROTH CLAW X2	15%	BARROTH CLAW X2	15%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	BARROTH RIDGE+	25%	BARROTH LASH	28%
—	—	BARROTH CARAPACE	24%	BARROTH CHINE	25%
—	—	BARROTH SCALP	20%	BARROTH CROWN	25%
—	—	BARROTH TAIL	12%	FERTILE MUD X4	8%
—	—	FERTILE MUD X4	10%	BARROTH RIDGE+	5%
—	—	BARROTH RIDGE	5%	BARROTH CORTEX	5%
—	—	WYVERN STONE	4%	LRG WYVERN STONE	4%

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Jade Barroth



PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	MEDIUM	LARGE REEL
BODY	MEDIUM	SMALL REEL
FRONT LEGS	LOW	SMALL REEL
LEFT BACK LEG	LOW	KNOCKDOWN (NORMAL/FATIGUE), LARGE REEL (RAGED)
RIGHT BACK LEG	LOW	KNOCKDOWN (NORMAL/FATIGUE), LARGE REEL (RAGED)
TAIL	MEDIUM	LARGE REEL

BREAKABLE PARTS

HEAD	DEAL SIGNIFICANT DAMAGE TO HEAD WITH IMPACT WEAPONS
FRONT LEGS	DECREASE FRONT LEGS DURABILITY TO 0.
TAIL	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPONS

DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	20	22	13	35/25	0	0	15/20	0/10	100
BODY	35	45	35	25/15	0	0	10/15	0/5	—
FRONT LEGS	45	45	40	20/10	0/5	0	10/20	0/5	—
LEFT BACK LEG	30	27	20	20/10	0/5	0	5/25	0/5	—
LEFT RIGHT LEG	30	27	20	20/10	0/5	0	5/25	0/5	—
TAIL	36	36	45	25/15	0	0	10/20	0/10	—

HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	—
TUNDRA	1, 2 (START), 3, 4, 7, 8, 9 (REST)
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	<1378.56
BIG	>1645.83
KING	>1730.24

ANGER EFFECTS

ATTACK	+++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	SHORT	MEDIUM	SMALL	MEDIUM
SLEEP	MEDIUM	MEDIUM	LARGE	—
PARALYZE	MEDIUM	MEDIUM	LARGE	—
DIZZY	SHORT	HIGH	MEDIUM	—
FATIGUE	V.LONG	LOW	LARGE	—
EXPLOSIVES	—	LOW	MEDIUM	MEDIUM

REWARD ITEMS

BODY CARVES—3 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	J.BARR CARAPACE	47%	J.BARROTH CORTEX	47%
—	—	J.BARROTH RIDGE+	32%	J.BARROTH CHINE	32%
—	—	J.BARROTH CLAW	11%	J.BARROTH TALON	11%
—	—	J.BARROTH SCALP	10%	J.BARROTH CROWN	10%

HEAD CARVES—1 Time

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	J.BARROTH SCALP	80%	J.BARROTH CROWN	75%
—	—	J.BARROTH RIDGE+	17%	J.BARROTH CHINE	25%
—	—	WYVERN STONE	3%	—	—

TAIL CARVES—1 Time

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	J.BARROTH TAIL	70%	J.BARROTH LASH	72%
—	—	J.BARROTH RIDGE+	27%	J.BARROTH CHINE	25%
—	—	WYVERN STONE	3%	LRG WYVERN STONE	3%

TEAR (2 TIMES)—Break snow off Barroth (33% chance)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	WYVERN TEAR	45%	LRG WYVERN TEAR	50%
—	—	LRG WYVERN TEAR	30%	WYVERN TEAR	25%
—	—	FROZEN GLOB	15%	J.BARROTH CHINE	15%
—	—	J.BARROTH RIDGE+	10%	FROZEN GLOB	10%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	J.BARROTH SCALP	30%	J.BARROTH CHINE	27%
—	—	J.BARROTH RIDGE+	27%	J.BARROTH CROWN	26%
—	—	J.BARROTH TAIL	25%	J.BARROTH LASH	24%
—	—	FROZEN GLOB X2	10%	FROZEN GLOB X4	10%
—	—	J.BARR CARAPACE	5%	J.BARROTH CORTEX	9%
—	—	WYVERN STONE	3%	LRG WYVERN STONE	4%

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Jade Barroth (continued)

BREAK PART—Front Legs

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	J.BARROTH CLAW	65%	J.BARROTH TALON	65%
—	—	J.BARR CARAPACE	35%	J.BARROTH CORTEX	35%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	J.BARROTH SCALP	30%	J.BARROTH CROWN	26%
—	—	J.BARROTH RIDGE+	27%	J.BARROTH CHINE	25%
—	—	J.BARROTH TAIL	24%	J.BARROTH LASH	25%
—	—	FROZEN GLOB X2	10%	FROZEN GLOB X4	10%
—	—	J.BARR CARAPACE	5%	J.BARROTH CORTEX	9%
—	—	WYVERN STONE	4%	LRG WYVERN STONE	5%

Brachydios



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HORN	19	24	15	0	25	20	5	5	120
HEAD	50	50	45	0	20	15	10	5	100
BODY	44	40	20	0	15	10	0	5	—
FRONT LEGS	30	35	30	0	10	5	5	0	—
BACK LEGS	30	35	35	0	10	5	5	0	—
TAIL	35	25	45	0	15	10	5	5	—
TAIL TIP	20	10	10	0	10	5	0	0	—

HABITATS

D.ISLAND	2, 5 (START), 8 (REST)
S.PLAINS	—
F.FOREST	—
TUNDRA	1, 2 (START), 3, 4, 5, 7, 8, 9 (REST)
VOLCANO	5, 6 (REST), 7 (START), 8
M.PEAKS	—

SIZES

SMALL	<1369.59
BIG	>1750.04
KING	>1871.77

ANGER EFFECTS

ATTACK	+++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	SHORT	MEDIUM	LARGE	MEDIUM
SLEEP	MEDIUM	MEDIUM	MEDIUM	—
PARALYZE	MEDIUM	MEDIUM	MEDIUM	—
DIZZY	SHORT	MEDIUM	MEDIUM	—
FATIGUE	LONG	LOW	LARGE	—
EXPLOSIVES	—	HIGH	LARGE	LOW

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	HIGH	LARGE REEL
BODY	MEDIUM	SMALL REEL
LEFT FRONT LEG	MEDIUM	SMALL REEL
RIGHT FRONT LET	MEDIUM	SMALL REEL
LEFT BACK LEG	LOW	KNOCKDOWN IN NORMAL AND FATIGUE STATE; LARGE REEL WHEN ENRAGED
RIGHT BACK LEG	LOW	KNOCKDOWN IN NORMAL AND FATIGUE STATE; LARGE REEL WHEN ENRAGED
TAIL	MEDIUM	LARGE REEL

BREAKABLE PARTS

HEAD	DECREASE HEAD DURABILITY TO 0 TWICE.
LEFT FRONT LEG	DECREASE FRONT LEG DURABILITY TO 0 TWICE. REWARD GIVEN FOR EACH LEG.
RIGHT FRONT LEG	DECREASE FRONT LEG DURABILITY TO 0 TWICE. REWARD GIVEN FOR EACH LEG.
TAIL	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPONS

REWARD ITEMS

BODY CARVES—3 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	BRACH CARAPACE	42%	BRACH CORTEX	40%
—	—	BRACH EBONSHELL	31%	BRACH EBONSHELL+	30%
—	—	MYSTERY SLIME	19%	GLOWING SLIME	19%
—	—	BRACH SCALP	6%	BRACH SCALP+	6%
—	—	BRACHYDIOS GEM	2%	BRACHYDIOS GEM	3%
—	—	—	—	BRACH PALLIUM	2%

TAIL CARVES—1 Time

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	BRACHYDIOS TAIL	74%	BRACHYDIOS TAIL	71%
—	—	BRACH EBONSHELL	24%	BRACH EBONSHELL+	24%
—	—	BRACHYDIOS GEM	2%	BRACHYDIOS GEM	3%
—	—	—	—	BRACH PALLIUM	2%

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Brachydios (continued)

TEARS (3 TIMES)—Destroying a Slime mold (2%)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
—	—	LRG WYVERN TEAR	37%	WYVERN TEAR	25%
—	—	MYSTERY SLIME	24%	GLOWING SLIME	22%
—	—	BRACHYDIOS GEM	1%	BRACHYDIOS GEM	2%
—	—	—	—	BRACH PALLIUM	1%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	BRACH CARAPACE	30%	BRACH EBONSHELL+	30%
—	—	BRACH EBONSHELL	30%	BRACH CORTEX	27%
—	—	BRACH POUNDER	20%	BRACH POUNDER+	20%
—	—	BRACHYDIOS TAIL	10%	BRACHYDIOS TAIL	10%
—	—	MYSTERY SLIME X2	8%	GLOWING SLIME X2	8%
—	—	BRACHYDIOS GEM	2%	BRACHYDIOS GEM	3%
—	—	—	—	BRACH PALLIUM	2%

BREAK PART—Head

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	BRACH SCALP	76%	BRACH SCALP+	74%
—	—	BRACH CARAPACE	24%	BRACH CORTEX	16%
—	—	—	—	BRACH SCALP X2	10%

BREAK PART—Left Front Leg, Right Front Leg

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	BRACH POUNDER	59%	BRACH POUNDER+	59%
—	—	MYSTERY SLIME	27%	GLOWING SLIME	17%
—	—	BRACH EBONSHELL	14%	BRACH EBONSHELL+	14%
—	—	—	—	BRACH POUNDER X2	10%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	BRACH CORTEX	29%
—	—	—	—	GLOWING SLIME	21%
—	—	—	—	BRACH EBONSHELL+	20%
—	—	—	—	BRACHYDIOS TAIL	12%
—	—	—	—	BRACH SCALP+	10%
—	—	—	—	BRACHYDIOS GEM	5%
—	—	—	—	BRACH PALLIUM	3%

Ceadeus



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HORN	18	33	20	10	0	0	25	35	—
HEAD	26	30	40	5	0	5	20	25	—
BEARD	60	55	40	10	0	0	10	20	—
BREAST	40	35	40	15	0	0	5	15	—
BELLY	32	20	45	5	0	0	15	30	—
BACK	25	40	25	5	0	5	15	20	—
FRONT LEG	28	30	20	5	0	0	20	20	—
TAIL	35	28	25	10	0	5	25	20	—

HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	—
TUNDRA	—
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	—
BIG	—
KING	—

ANGER EFFECTS

ATTACK	+++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	—	—	—	—
SLEEP	—	—	—	—
PARALYZE	—	—	—	—
DIZZY	—	—	—	—
FATIGUE	—	—	—	—
EXPLOSIVES	—	HIGH	LARGE	V.HIGH

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Ceadeus (continued)

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD/HORN	HIGH	LARGE REEL
BEARD	ULTRA HIGH	LARGE REEL
NECK/BACK	ULTRA HIGH	SMALL REEL
BREAST	V.HIGH	SMALL REEL
BELLY	ULTRA HIGH	SMALL REEL
FRONT LEG	MEDIUM	SMALL REEL
TAIL	V.HIGH	LARGE REEL

BREAKABLE PARTS

HORN	DECREASE HEAD DURABILITY TO 0 AFTER MOVING TO AREA 3
BEARD	DECREASE BEARD DURABILITY TO 0
BACK	DECREASE BACK DURABILITY TO 0
TAIL	DECREASE TAIL DURABILITY TO 0

REWARD ITEMS

BODY CARVES—6 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
CEADEUS SCALE	47%	—	—	—	—
CEADEUS HIDE	36%	—	—	—	—
LUMINOUS ORGAN	15%	—	—	—	—
DEEP DRAGONGEM	2%	—	—	—	—

HORN CARVES—2 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
CROOKED HORN	53%	—	—	—	—
CEADEUS SCALE	30%	—	—	—	—
CEADEUS HIDE	17%	—	—	—	—

BREAK PART—Beard

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
CEADEUS FUR	67%	—	—	—	—
CEADEUS SCALE	17%	—	—	—	—
LUMINOUS ORGAN	13%	—	—	—	—
DEEP DRAGONGEM	3%	—	—	—	—

BREAK PART—Back

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
CEADEUS HIDE	52%	—	—	—	—
CEADEUS SCALE	32%	—	—	—	—
CEADEUS SCALE X2	16%	—	—	—	—

BREAK PART—Tail

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
CEADEUS TAIL	78%	—	—	—	—
CEADEUS HIDE	22%	—	—	—	—

Goldbeard Ceadeus



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HORN	22	33	25	10	0	0	30	35	—
HEAD	26	30	43	5	0	5	20	25	—
BEARD	60	55	40	10	0	0	15	20	—
BREAST	45	38	50	15	0	0	5	15	—
BELLY	32	20	45	5	0	0	15	30	—
BACK	25	45	25	5	0	5	18	20	—
FRONT LEG	28	30	20	5	0	0	20	20	—
TAIL	38	24	25	10	0	5	25	20	—

HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	—
TUNDRA	—
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	—
BIG	—
KING	—

ANGER EFFECTS

ATTACK	+++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	—	—	—	—
SLEEP	—	—	—	—
PARALYZE	—	—	—	—
DIZZY	—	—	—	—
FATIGUE	—	—	—	—
EXPLOSIVES	—	HIGH	LARGE	V.HIGH

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Goldbeard Ceadeus (continued)

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD/HORN	HIGH	LARGE REEL
BEARD	ULTRA HIGH	LARGE REEL
NECK/BACK	ULTRA HIGH	SMALL REEL
BREAST	V.HIGH	SMALL REEL
BELLY	ULTRA HIGH	SMALL REEL
FRONT LEG	MEDIUM	SMALL REEL
TAIL	V.HIGH	LARGE REEL

BREAKABLE PARTS

RIGHT HORN	DECREASE HEAD DURABILITY TO 0 TWICE
LEFT HORN	DECREASE RIGHT HORN DURABILITY TO 0 TWICE AFTER DESTROYING RIGHT HORN
BEARD	DECREASE BEARD DURABILITY TO 0
BACK	DECREASE BACK DURABILITY TO 0
TAIL	DECREASE TAIL DURABILITY TO 0

REWARD ITEMS

BODY CARVES—6 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	G.CEADEUS SHARD	45%
—	—	—	—	G.CEADEUS COAT	37%
—	—	—	—	LUMINOUS ORGAN	10%
—	—	—	—	DEEP DRAGONGEM	5%
—	—	—	—	DARK DRAGONGEM	3%

HORN CARVES—2 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	CROOKED HARDHORN	53%
—	—	—	—	G.CEADEUS SHARD	30%
—	—	—	—	G.CEADEUS COAT	17%

BREAK PART—Beard

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	G.CEADEUS FUR	67%
—	—	—	—	G.CEADEUS SHARD	17%
—	—	—	—	LUMINOUS ORGAN	13%
—	—	—	—	DARK DRAGONGEM	3%

BREAK PART—Back

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	G.CEADEUS COAT	52%
—	—	—	—	G.CEADEUS SHARD	32%
—	—	—	—	G.CEADEUS SHARD X2	16%

BREAK PART—Tail

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	CEADEUS TAIL	78%
—	—	—	—	G.CEADEUS COAT	22%

Deviljho



HABITATS

D.ISLAND	2, 3, 5 (START), 6 (REST), 7
S.PLAINS	3, 4, 7 (REST), 8 (START), 9, 10
F.FOREST	1, 2, 4 (START), 7, 9, 10 (REST)
TUNDRA	1, 2 (START), 3, 4, 7, 8, 9 (REST)
VOLCANO	1, 2, 3, 4 (START), 5 (REST), 7
M.PEAKS	2, 6, 7, 8 (START), 9

SIZES

SMALL	<1844.01
BIG	>2458.68
KING	>2622.59

ANGER EFFECTS

ATTACK	+++
DEFENSE	=
SPEED	+

DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	60/30	65/34	60/30	10/15	10/15	5/10	15/20	15/20	100/120
BREAST	37/76	37/76	35/60	15/10	15/10	10/15	20/15	20/15	—
BODY	25/22	25/22	25/20	5	5	5	20/25	20/25	—
FRONT LEGS	30/27	30/27	30	10/15	10/15	510	15/20	15/20	—
BACK LEGS	43/35	38/32	35/25	5/10	5/10	5	10/15	10/15	—
TAIL	35/38	32/35	30	5	5	5	20	20	—

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	SHORT	LOW	SMALL	HIGH
SLEEP	V.LONG	MEDIUM	LARGE	—
PARALYZE	LONG	MEDIUM	LARGE	—
DIZZY	LONG	HIGH	LARGE	—
FATIGUE	V.LONG	MEDIUM	LARGE	—
EXPLOSIVES	—	MEDIUM	LARGE	HIGH

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Deviljho (continued)

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	V.HIGH	LARGE REEL
BREAST	HIGH	LARGE REEL
BODY	MEDIUM	SMALL REEL
FRONT LEGS	MEDIUM	SMALL REEL
LEFT BACK LEG	HIGH	ALTERNATING LARGE REEL AND KNOCKDOWN
RIGHT BACK LEG	HIGH	ALTERNATING LARGE REEL AND KNOCKDOWN
TAIL	MEDIUM	LARGE REEL

BREAKABLE PARTS

HEAD (THORNS)	DECREASE HEAD DURABILITY TO 0
HEAD (FACE)	DECREASE HEAD DURABILITY TO 0 AFTER BREAKING THORNS. ONLY REWARDED FOR BREAKING FACE.
TAIL	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPONS.

REWARD ITEMS

BODY CARVES—4 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	DEVILJHO SCALE	39%	DEVILJHO SHARD	38%
—	—	DEVILJHO HIDE	28%	DEVILJHO COAT	27%
—	—	DEVILJHO TALON	20%	DEVILJHO RIPPER	19%
—	—	DEVILJHO FANG	11%	VILE FANG	10%
—	—	DEVILJHO GEM	2%	DEVILJHO GEM	4%
—	—	—	—	DEVILJHO CROOK	2%

TAIL CARVES—2 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	DEVILJHO TAIL	65%	DEVILJHO FLAIL	65%
—	—	DEVILJHO SCALE	32%	DEVILJHO SHARD	28%
—	—	DEVILJHO GEM	3%	DEVILJHO GEM	5%
—	—	—	—	DEVILJHO CROOK	2%

TEARS (3 TIMES)—Attack while Eating; When he destroys an area (100%)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	LRG WYVERN TEAR	35%	LRG WYVERN TEAR	40%
—	—	DEVILJHO TALON	34%	DEVILJHO RIPPER	32%
—	—	WYVERN TEAR	30%	WYVERN TEAR	25%
—	—	DEVILJHO GEM	1%	DEVILJHO GEM	2%
—	—	—	—	DEVILJHO CROOK	1%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	DEVILJHO SCALP	40%	DEVILJHO COAT	30%
—	—	DEVILJHO HIDE	36%	DEVILJHO RIPPER	28%
—	—	DEVILJHO TALON	20%	DEVILJHO SHARD	18%
—	—	DEVILJHO GEM	4%	DEVILJHO SCALP	16%
—	—	—	—	DEVILJHO GEM	5%
—	—	—	—	DEVILJHO CROOK	3%

BREAK PART—Head

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	DEVILJHO FANG	50%	VILE FANG	65%
—	—	DEVILJHO SCALP	35%	DEVILJHO SCALP	20%
—	—	DEVILJHO FANG X2	15%	VILE FANG X2	15%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	DEVILJHO FANG	26%	DEVILJHO RIPPER	18%
—	—	DEVILJHO SCALP	22%	VILE FANG	18%
—	—	DEVILJHO TALON	20%	DEVILJHO COAT X2	14%
—	—	DEVILJHO HIDE X2	10%	DEVILJHO SHARD X2	14%
—	—	DEVILJHO SCALE X2	10%	DEVILJHO SCALP	10%
—	—	DEVILJHO TALON X2	7%	DEVILJHO RIPPER X2	9%
—	—	DEVILJHO GEM	5%	VILE FANG X2	8%
—	—	—	—	DEVILJHO GEM	6%
—	—	—	—	DEVILJHO CROOK	3%

Savage Deviljho



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	28/69	31/76	25/55	20/0	20/0	20/0	30/0	20/0	120
BREAST	69/48	69/45	55/45	15	15	15	25	15	—
BODY	21/20	21/20	21/15	20	20	20	30	20	—
FRONT LEGS	25	25	30	15	15	15	25	15	—
BACK LEGS	28/27	28/27	20	20	20	20	30	20	—
TAIL	26/24	22/21	25	20	20	20	35	20	—

HABITATS

D.ISLAND	2, 3, 5 (START), 6 (REST), 7
S.PLAINS	3, 4, 7 (REST), 8 (START), 9, 10
F.FOREST	1, 2, 4 (START), 7, 9, 10 (REST)
TUNDRA	1, 2 (START), 3, 4, 7, 8, 9 (REST)
VOLCANO	1, 2, 3, 4 (START), 5 (REST), 7
M.PEAKS	2, 6, 7, 8 (START), 9

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Savage Deviljho (continued)

SIZES

SMALL	<1844.01
BIG	>2458.68
KING	>2622.59

ANGER EFFECTS

ATTACK	+++
DEFENSE	=
SPEED	=

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	SHORT	LOW	SMALL	HIGH
SLEEP	V.LONG	MEDIUM	LARGE	—
PARALYZE	LONG	MEDIUM	LARGE	—
DIZZY	LONG	HIGH	LARGE	—
FATIGUE	V.LONG	MEDIUM	LARGE	—
EXPLOSIVES	—	MEDIUM	LARGE	HIGH

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	V.HIGH	LARGE REEL
BREAST	V.HIGH	LARGE REEL
BODY	MEDIUM	SMALL REEL
FRONT LEGS	MEDIUM	SMALL REEL
LEFT BACK LEG	HIGH	ALTERNATING LARGE REEL AND KNOCKDOWN
RIGHT BACK LEG	HIGH	ALTERNATING LARGE REEL AND KNOCKDOWN
TAIL	MEDIUM	LARGE REEL

BREAKABLE PARTS

HEAD (THORNS)	DECREASE HEAD DURABILITY TO 0
HEAD (FACE)	DECREASE HEAD DURABILITY TO 0 AFTER BREAKING THORNS. ONLY REWARDED FOR BREAKING FACE.
TAIL	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPONS.

REWARD ITEMS

BODY CARVES—4 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	DEVILJHO SHARD	33%
—	—	—	—	DEVILJHO COAT	22%
—	—	—	—	DEVILJHO RIPPER	18%
—	—	—	—	VILE FANG	15%
—	—	—	—	DEVILJHO GEM	7%
—	—	—	—	DEVILJHO CROOK	5%

TAIL CARVES—2 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	DEVILJHO FLAIL	65%
—	—	—	—	DEVILJHO SHARD	26%
—	—	—	—	DEVILJHO GEM	6%
—	—	—	—	DEVILJHO CROOK	3%

TAIL CARVES—2 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	DEVILJHO FLAIL	65%
—	—	—	—	DEVILJHO SHARD	26%
—	—	—	—	DEVILJHO GEM	6%
—	—	—	—	DEVILJHO CROOK	3%

TEARS (3 TIMES)—Attack while Eating; When he destroys an area (100%)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	LRG WYVERN TEAR	50%
—	—	—	—	DEVILJHO RIPPER	42%
—	—	—	—	DEVILJHO GEM	5%
—	—	—	—	DEVILJHO CROOK	3%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	DEVILJHO COAT	30%
—	—	—	—	DEVILJHO RIPPER	24%
—	—	—	—	BLACK BLOOD	20%
—	—	—	—	DEVILJHO SHARD	16%
—	—	—	—	DEVILJHO GEM	6%
—	—	—	—	DEVILJHO CROOK	4%

BREAK PART—Head

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	VILE FANG	70%
—	—	—	—	VILE FANG X2	30%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	DEVILJHO RIPPER	20%
—	—	—	—	VILE FANG	18%
—	—	—	—	DEVILJHO COAT X2	15%
—	—	—	—	DEVILJHO SHARD X2	15%
—	—	—	—	BLACK BLOOD X2	11%
—	—	—	—	VILE FANG X2	9%
—	—	—	—	DEVILJHO GEM	7%
—	—	—	—	DEVILJHO CROOK	5%

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Diablos



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	24	15	20	0	15	20	15	15	100
NECK	45	45	30	0	10	15	10	10	—
BELLY	68	75	40	0	10	10	10	10	—
BACK\WING	23	42	20	10	15	25	15	15	—
WING FLAPS	40	30	45	0	10	20	10	10	—
LEG	35	35	35	0	5	8	5	5	—
TAIL	50	24	60	0	10	15	10	10	—
TAIL TIP	22	35	10	10	15	30	15	15	—

HABITATS

D.ISLAND	—
S.PLAINS	4, 7, 8 (START), 9, 10, 11 (REST)
F.FOREST	—
TUNDRA	—
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	<1838.07
BIG	>2348.64
KING	>2512.02

ANGER EFFECTS

ATTACK	++++
DEFENSE	=
SPEED	+++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	LONG	LOW	SMALL	V.HIGH
SLEEP	LONG	MEDIUM	SMALL	—
PARALYZE	LONG	MEDIUM	MEDIUM	—
DIZZY	SHORT	HIGH	MEDIUM	—
FATIGUE	LONG	V.HIGH	LARGE	—
EXPLOSIVES	—	MEDIUM	LARGE	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	HIGH	LARGE REEL
NECK	MEDIUM	LARGE REEL
BODY	V.HIGH	LARGE REEL
LEFT WING	MEDIUM	LARGE REEL
RIGHT WING	MEDIUM	LARGE REEL
LEFT LEG	HIGH	KNOCKDOWN
RIGHT LEG	HIGH	KNOCKDOWN
TAIL	HIGH	LARGE REEL

BREAKABLE PARTS

LEFT HORN	DECREASE HEAD DURABILITY TO 0
RIGHT HORN	DECREASE HEAD DURABILITY TO 0 AFTER BREAKING LEFT HORN
TAIL	DEAL SIGNIFICANT DAMAGE WITH CUT WEAPONS

REWARD ITEMS

BODY CARVES—3 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
DIABLOS SHELL	63%	DIABLOS CARAPACE	60%	DIABLOS CORTEX	75%
DIABLOS FANG	30%	DIABLOS FANG	25%	DIABLOS CARAPACE	10%
DIABLOS RIDGE	7%	DIABLOS SHELL	8%	DIABLOS CHINE	10%
—	—	DIABLOS RIDGE+	7%	DIABLOS MEDULLA	5%

TAIL CARVES—1 Time

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
DIABLOS TAILCASE	55%	DIABLOS TAILCASE	50%	DIABLOS HARDTAIL	58%
DIABLOS SHELL	37%	DIABLOS CARAPACE	28%	DIABLOS CORTEX	30%
DIABLOS MARROW	8%	DIABLOS MARROW	12%	DIABLOS MEDULLA	8%
—	—	DIABLOS MEDULLA	6%	LRG WYVERN STONE	4%
—	—	WYVERN STONE	4%	—	—

TEAR—Cause Diablos to lodge horns into wall (up to 3 times)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
WYVERN TEAR	75%	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
DIABLOS RIDGE	25%	LRG WYVERN TEAR	37%	WYVERN TEAR	25%
—	—	DIABLOS RIDGE+	20%	DIABLOS CHINE	20%
—	—	DIABLOS RIDGE	5%	DIABLOS RIDGE+	5%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
DIABLOS FANG X2	32%	DIABLOS CARAPACE	24%	DIABLOS CORTEX	34%
DIABLOS SHELL	30%	DIABLOS TAILCASE	20%	DIABLOS HARDTAIL	25%
DIABLOS TAILCASE	15%	DIABLOS FANG X3	15%	DIABLOS CHINE	22%
DIABLOS RIDGE	13%	DIABLOS MARROW	14%	DIABLOS MEDULLA	11%
DIABLOS MARROW	10%	DIABLOS RIDGE+	10%	DIABLOS RIDGE+ X2	5%
—	—	DIABLOS MEDULLA	8%	LRG WYVERN STONE	3%
—	—	DIABLOS RIDGE X2	5%	—	—
—	—	WYVERN STONE	4%	—	—

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Diablos (continued)

BREAK PART—Horn

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
TWISTED HORN	92%	TWISTED HORN	60%	MAJESTIC HORN	55%
MAJESTIC HORN	8%	MAJESTIC HORN	40%	STOUT HORN	40%
—	—	—	—	DIABLOS HARDHORN	5%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	DIABLOS CARAPACE	25%	—	—
—	—	DIABLOS RIDGE+	14%	—	—
—	—	DIABLOS MARROW	14%	—	—
—	—	DIABLOS MEDULLA	10%	—	—
—	—	DIABLOS FANG X3	10%	—	—
—	—	DIABLOS TAILCASE	10%	—	—
—	—	MAJESTIC HORN	6%	—	—
—	—	WYVERN STONE	6%	—	—
—	—	DIABLOS RIDGE X2	5%	—	—

Black Diablos



TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	LONG	LOW	SMALL	V.HIGH
SLEEP	LONG	MEDIUM	SMALL	—
PARALYZE	LONG	MEDIUM	MEDIUM	—
DIZZY	SHORT	HIGH	MEDIUM	—
FATIGUE	LONG	V.HIGH	LARGE	—
EXPLOSIVES	—	MEDIUM	LARGE	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	HIGH	LARGE REEL
NECK	MEDIUM	LARGE REEL
BODY	V.HIGH	LARGE REEL
LEFT WING	MEDIUM	LARGE REEL
RIGHT WING	MEDIUM	LARGE REEL
LEFT LEG	HIGH	KNOCKDOWN
RIGHT LEG	HIGH	KNOCKDOWN
TAIL	HIGH	LARGE REEL

DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	24	15	20	0	15	20	15	15	100
NECK	45	45	30	0	10	15	10	10	—
BELLY	68	75	40	0	10	10	10	10	—
BACK\WING	23	42	20	10	15	25	15	15	—
WING FLAPS	40	30	45	0	10	20	10	10	—
LEG	35	35	35	0	5	8	5	5	—
TAIL	50	24	60	0	10	15	10	10	—
TAIL TIP	22	35	10	10	15	30	15	15	—

BREAKABLE PARTS

LEFT HORN	DECREASE HEAD DURABILITY TO 0
RIGHT HORN	DECREASE HEAD DURABILITY TO 0 AFTER BREAKING LEFT HORN
TAIL	DEAL SIGNIFICANT DAMAGE WITH CUT WEAPONS

HABITATS

D.ISLAND	—
S.PLAINS	4, 7, 8 (START), 9, 10, 11 (REST)
F.FOREST	—
TUNDRA	—
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	<2001.45
BIG	>2389.49
KING	>2512.02

ANGER EFFECTS

ATTACK	++++
DEFENSE	=
SPEED	++++

REWARD ITEMS

BODY CARVES—3 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	B.DIAB CARAPACE	63%	B.DIABLOS CORTEX	75%
—	—	DIABLOS FANG	30%	B.DIAB CARAPACE	10%
—	—	B.DIABLOS RIDGE+	7%	B.DIABLOS CHINE	10%
—	—	—	—	DIABLOS MEDULLA	5%

TAIL CARVES—1 Time

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	DIABLOS TAILCASE	50%	DIABLOS HARDTAIL	58%
—	—	B.DIAB CARAPACE	28%	B.DIABLOS CORTEX	29%
—	—	DIABLOS MARROW	11%	DIABLOS MEDULLA	8%
—	—	DIABLOS MEDULLA	6%	LRG WYVERN STONE	5%
—	—	WYVERN STONE	5%	—	—

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Black Diablos (continued)

TEAR—Cause Diablos to lodge horns into wall (up to 3 times)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
—	—	LRG WYVERN TEAR	37%	WYVERN TEAR	25%
—	—	B.DIABLOS RIDGE+	25%	B.DIABLOS CHINE	20%
—	—			B.DIABLOS RIDGE+	5%

BREAK PART—Horn

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	TWISTED HORN	75%	BLACKCURL HORN	55%
—	—	BLACKCURL HORN	25%	BLACKCURL HORN+	38%
—	—	—	—	DIABLOS HARDHORN	7%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	B.DIAB CARAPACE	24%	B.DIABLOS CORTEX	33%
—	—	DIABLOS TAILCASE	20%	DIABLOS HARDTAIL	25%
—	—	DIABLOS FANG X3	15%	B.DIABLOS CHINE	22%
—	—	B.DIABLOS RIDGE+	15%	DIABLOS MEDULLA	11%
—	—	DIABLOS MARROW	14%	B.DIABLOS RIDGE+ X2	5%
—	—	DIABLOS MEDULLA	8%	LRG WYVERN STONE	3%
—	—	WYVERN STONE	4%	—	—

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	B.DIAB CARAPACE	27%	—	—
—	—	DIABLOS MARROW	15%	—	—
		B.DIABLOS RIDGE+	15%	—	—
—	—	DIABLOS MEDULLA	11%	—	—
—	—	DIABLOS FANG X3	10%	—	—
—	—	DIABLOS TAILCASE	10%	—	—
—	—	BLACKCURL HORN	6%	—	—
—	—	WYVERN STONE	6%	—	—

Duramboros



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HORN	23	21	20	35	10	20	35	0	150
HEAD	43	24	35	10	5	5	15	5	100
BODY	25	35	25	15	5	15	10	10	—
BUMP	60/96	60/96	35/60	20/30	5/10	15/20	0/5	10/20	—
FRONT LEGS	32	30	25	15	0	10	10	10	—
BACK LEGS	44	44	35	10	0	10	5	5	—
TAIL	32	40	50	10	5	5	5	10	—
TAIL TIP	24	43	40	20	5	15	5	20	—

HABITATS

D.ISLAND	5 (START), 7 (REST), 9
S.PLAINS	—
F.FOREST	1, 2, 7 (START), 10 (REST)
TUNDRA	—
VOLCANO	—
M.PEAKS	4, 5 (START), 6, 7, 9 (REST)

SIZES

SMALL	<1880.28
BIG	>2402.58
KING	>2739.72

ANGER EFFECTS

ATTACK	+++
DEFENSE	++
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	V.LONG	MEDIUM	MEDIUM	V.HIGH
SLEEP	V.LONG	LOW	LARGE	—
PARALYZE	MEDIUM	MEDIUM	MEDIUM	—
DIZZY	LONG	HIGH	LARGE	—
FATIGUE	MEDIUM	MEDIUM	LARGE	—
EXPLOSIVES	—	LOW	SMALL	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD/HORN	HIGH	SMALL REEL
BODY	V.HIGH	LARGE REEL
BUMP	V.HIGH	LARGE REEL
FRONT LEGS	HIGH	SMALL REEL
LEFT BACK LEG	MEDIUM	LARGE REEL
RIGHT BACK LEG	MEDIUM	LARGE REEL
TAIL	HIGH	LARGE REEL
TAIL TIP	MEDIUM	LARGE REEL

BREAKABLE PARTS

HORNS	DECREASE HEAD DURABILITY TO 0
BUMP	DECREASE BUMP DURABILITY TO 0
TAIL (BREAK)	DECREASE TAIL DURABILITY TO 0
TAIL (BREAK 2)	DECREASE TAIL DURABILITY TO 0 AFTER BREAKING ONCE

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Duramboros (continued)

REWARD ITEMS

BODY CARVES—4 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
DURAMBOROS SHELL	46%	DURAM CARAPACE	42%	DURAM CORTEX	42%
DURAM MOSSPLATE	40%	HARD MOSSPLATE	34%	HEAVY MOSSPLATE	34%
DURAMBOROS HUMP	10%	DURAMBOROS HUMP	10%	MARBLED HUMP	10%
DURAM TAILBONE	4%	DURAMBOROS SHELL	6%	DURAM CARAPACE	8%
—	—	DURAM TAILBONE	5%	DURAM SACRUM	4%
—	—	DURAM SACRUM	3%	DURAMBOLITE	2%

TAIL CARVES—1 Time

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
DURAMBOROS TAILCASE	81%	DURAM TAILCASE+	77%	DURAM HARDTAIL	77%
DURAMBOROS SHELL	16%	DURAM CARAPACE	10%	DURAM CORTEX	11%
DURAM TAILBONE	3%	DURAMBOROS TAILCASE	6%	DURAM TAILCASE+	7%
—	—	DURAM TAILBONE	5%	DURAM SACRUM	4%
—	—	DURAM SACRUM	2%	DURAMBOLITE	1%

TEARS (3 TIMES)—Cause a knockdown during spinning attack

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
WYVERN TEAR	75%	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
DURAM MOSSPLATE	20%	LRG WYVERN TEAR	37%	WYVERN TEAR	25%
DURAMBOROS HUMP	5%	HARD MOSSPLATE	18%	HEAVY MOSSPLATE	20%
—	—	DURAMBOROS HUMP	7%	MARBLED HUMP	5%

MINING—Tail

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
DURAMBOROS TAILCASE	78%	DURAM TAILCASE+	74%	DURAM HARDTAIL	75%
DURAMBOROS SHELL	16%	DURAM CARAPACE	10%	DURAM CORTEX	10%
DURAM TAILBONE	6%	DURAM TAILBONE	8%	DURAM TAILCASE+	8%
—	—	DURAMBOROS TAILCASE	5%	DURAM SACRUM	5%
—	—	DURAM SACRUM	3%	DURAMBOLITE	2%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
DURAM MOSSPLATE	40%	HARD MOSSPLATE	38%	HEAVY MOSSPLATE	38%
DURAMBOROS HUMP	24%	DURAM CARAPACE	18%	DURAM CORTEX	18%
DURAMBOROS SHELL	20%	DURAMBOROS HORN+	13%	DURAM HARDHORN	14%
DURAMBOROS HORN	10%	DURAMBOROS HUMP X2	10%	MARBLED HUMP	10%
DURAM TAILBONE	6%	DURAM MOSSPLATE X2	10%	HARD MOSSPLATE X2	10%
—	—	DURAM TAILBONE	7%	DURAM SACRUM	7%
—	—	DURAM SACRUM	4%	DURAMBOLITE	3%

BREAK PART—Horn

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
DURAMBOROS HORN	75%	DURAMBOROS HORN+	70%	DURAM HARDHORN	70%
DURAMBOROS SHELL	25%	DURAM CARAPACE	20%	DURAM CORTEX	20%
—	—	DURAMBOROS HORN X2	10%	DURAMBOROS HORN+ X2	10%

BREAK PART—Bump

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
DURAMBOROS HUMP	60%	DURAMBOROS HUMP	40%	MARBLED HUMP	60%
DURAM MOSSPLATE	27%	HARD MOSSPLATE	26%	HEAVY MSOSPLATE	27%
DURAMBOROS SHELL	13%	DURAMBOROS HUMP X2	22%	DURAM CORTEX	13%
—	—	DURAM CARAPACE	12%	—	—

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	HARD MOSSPLATE	27%	HEAVY MOSSPLATE	30%
—	—	DURAMBOROS HORN+	20%	DURAM HARDHORN	20%
—	—	DURAM CARAPACE	18%	DURAM CORTEX	18%
—	—	DURAMBOROS HUMP X2	10%	MARBLED HUMP X2	10%
—	—	DURAM MOSSPLATE X2	10%	HARD MOSSPLATE X2	10%
—	—	DURAM TAILBONE	10%	DURAM SACRUM	8%
—	—	DURAM SACRUM	5%	DURAMBOLITE	4%

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From the Library of Hao Feng

Rust Duramboros



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HORN	22	20	20	10	35	35	10	0	150
HEAD	38	25	35	5	10	10	15	5	100
BODY	25	28	25	5	15	15	10	10	—
BUMP	60/84	60/84	35/52	10/20	20/30	20/30	0/5	10/20	—
FRONT LEGS	32	30	25	0	15	15	10	10	—
BACK LEGS	38	38	35	0	15	15	5	5	—
TAIL	32	40	50	5	10	10	5	10	—
TAIL TIP	25	38	40	5	20	20	5	20	—

HABITATS

D.ISLAND	—
S.PLAINS	8, 9 (START), 10, 11 (REST)
F.FOREST	—
TUNDRA	—
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	<2182.87
BIG	>2606.08
KING	>2739.72

ANGER EFFECTS

ATTACK	+++
DEFENSE	++
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	V.LONG	MEDIUM	MEDIUM	V.HIGH
SLEEP	V.LONG	LOW	LARGE	—
PARALYZE	MEDIUM	MEDIUM	MEDIUM	—
DIZZY	LONG	HIGH	LARGE	—
FATIGUE	MEDIUM	MEDIUM	LARGE	—
EXPLOSIVES	—	LOW	SMALL	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD/HORN	V.HIGH	SMALL REEL
BODY	V.HIGH	LARGE REEL
BUMP	ULTRA HIGH	LARGE REEL
FRONT LEGS	HIGH	SMALL REEL
LEFT BACK LEG	MEDIUM	LARGE REEL
RIGHT BACK LEG	MEDIUM	LARGE REEL
TAIL	HIGH	LARGE REEL
TAIL TIP	HIGH	LARGE REEL

BREAKABLE PARTS

HORNS	DECREASE HEAD DURABILITY TO 0
BUMP	DECREASE BUMP DURABILITY TO 0
TAIL (BREAK)	DECREASE TAIL DURABILITY TO 0
TAIL (BREAK 2)	DECREASE TAIL DURABILITY TO 0 AFTER BREAKING ONCE

REWARD ITEMS

BODY CARVES—4 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	R.DURAM SHELL	46%
—	—	—	—	R.DURAM PLATE	35%
—	—	—	—	MARBLED HUMP	11%
—	—	—	—	DURAM SACRUM	5%
—	—	—	—	DURAMBOLITE	3%

TAIL CARVES—1 Time

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	R.DURAM HARDTAIL	79%
—	—	—	—	R.DURAM SHELL	14%
—	—	—	—	DURAM SACRUM	5%
—	—	—	—	DURAMBOLITE	2%

TEARS (3 TIMES)—Cause a knockdown during spinning attack

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	LRG WYVERN TEAR	50%
—	—	—	—	WYVERN TEAR	25%
—	—	—	—	R.DURAM PLATE	20%
—	—	—	—	MARBLED HUMP	5%

MINING—Tail

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	R.DURAM HARDTAIL	76%
—	—	—	—	R.DURAM SHELL	15%
—	—	—	—	DURAM SACRUM	6%
—	—	—	—	DURAMBOLITE	3%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	R.DURAM PLATE	38%
—	—	—	—	R.DURAM SHELL	21%
—	—	—	—	MONSTER SLOGBONE X2	15%
—	—	—	—	DURAM HARDHORN	12%
—	—	—	—	MARBLED HUMP	10%
—	—	—	—	DURAMBOLITE	4%

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Rust Duramboros (continued)

BREAK PART—Horn

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	DURAM HARDHORN	75%
—	—	—	—	R.DURAM SHELL	15%
—	—	—	—	DURAMBOROS HORN+ X2	10%

BREAK PART—Bump

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	MARBLED HUMP	60%
—	—	—	—	R.DURAM PLATE	27%
—	—	—	—	R.DURAM SHELL	13%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	R.DURAM PLATE	29%
—	—	—	—	R.DURAM SHELL	21%
—	—	—	—	DURAM HARDHORN	20%
—	—	—	—	MONSTER SLOGBONE X2	15%
—	—	—	—	MARBLED HUMP X2	10%
—	—	—	—	DURAMBOLITE	5%

Gigginox



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	45/19	55/19	50/10	30	5	0	0	20	100
NECK	40/24	40/25	40/15	25	5	0	0	10	—
BACK	35	30	25	20	5	0	0	5	—
BREAST	55	45	50	30	5	0	0	15	—
FRONT LEGS	30	30	15	10	5	0	0	5	—
BACK LEGS	40	40	35	10	5	0	0	10	—
TAIL	19/50	19/55	19/50	30	5	0	0	10	—
EGG	50	55	45	20	5	0	0	5	—

HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	—
TUNDRA	2, 3, 4, 5 (START), 7
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	<1004.84
BIG	>1212.12
KING	>1266.72

ANGER EFFECTS

ATTACK	++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	V.SHORT	MEDIUM	LARGE	V.LOW
SLEEP	LONG	MEDIUM	MEDIUM	—
PARALYZE	MEDIUM	MEDIUM	MEDIUM	—
DIZZY	SHORT	HIGH	MEDIUM	—
FATIGUE	V.LONG	MEDIUM	LARGE	—
EXPLOSIVES	—	MEDIUM	LARGE	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	HIGH	LARGE REEL & FATIGUE STATE
NECK/BODY	V.HIGH	SMALL REEL
LEFT FRONT LEG	HIGH	ALTERNATING SMALL REEL & KNOCKDOWN
RIGHT FRONT LEG	HIGH	ALTERNATING SMALL REEL & KNOCKDOWN
LEFT BACK LEG	MEDIUM	KNOCKDOWN
RIGHT BACK LEG	MEDIUM	KNOCKDOWN
TAIL	MEDIUM	SMALL REEL
EGG	LOW	SMALL REEL

BREAKABLE PARTS

HEAD	DECREASE HEAD DURABILITY TO 0 TWICE
BREAST	DECREASE NECK/BODY DURABILITY TO 0
TAIL	DECREASE TAIL DURABILITY TO 0
EGG	DESTROY EGG BEFORE GIGGINOX FINISHES LAYING IT

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Gigginox (continued)

REWARD ITEMS

BODY CARVES—3 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
GIGGINOX HIDE	38%	GIGGINOX HIDE+	38%	GIGGINOX PIEL	42%
PALE EXTRACT	21%	GIGGINOX CLAW+	20%	GIGGINOX TALON	22%
GIGGINOX CLAW	20%	PALE EXTRACT	15%	FOUL VENOM GLAND	16%
VENOM GLAND	12%	FEARSOME MAW	10%	REVOLTING PIEL	12%
UNCANNY HIDE	9%	GRIM VENOM GLAND	10%	NIGHTMARISH MAW	8%
—	—	UNCANNY HIDE+	7%	—	—

TEARS—Break Breast

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
WYVERN TEAR	75%	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
PALE EXTRACT	20%	LRG WYVERN TEAR	37%	WYVERN TEAR	25%
FEARSOME MAW	5%	PALE EXTRACT	17%	FEARSOME MAW	15%
—	—	FEARSOME MAW	8%	NIGHTMARISH MAW	10%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
VENOM GLAND	27%	GRIM VENOM GLAND	27%	FOUL VENOM GLAND	30%
GIGGINOX CLAW	24%	GIGGINOX CLAW+	24%	GIGGINOX TALON	27%
UNCANNY HIDE	17%	UNCANNY HIDE+	17%	REVOLTING PIEL	18%
PALE EXTRACT X2	16%	PALE EXTRACT X2	11%	GIGGINOX CLAW+ X2	12%
FEARSOME MAW	8%	GIGGINOX CLAW X2	10%	GRIM VENOM GLAND X2	10%
POISON SAC X2	8%	VENOM GLAND X2	8%	LRG WYVERN STONE	3%
—	—	WYVERN STONE	3%	—	—

BREAK PART—Head

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
GIGGINOX HIDE	41%	GIGGINOX HIDE+	38%	GIGGINOX PIEL	44%
PALE EXTRACT	32%	PALE EXTRACT X2	20%	NIGHTMARISH MAW	20%
FEARSOME MAW	15%	FEARSOME MAW	20%	REVOLTING PIEL	20%
UNCANNY HIDE	12%	UNCANNY HIDE+	12%	GIGGINOX HIDE+ X2	16%
—	—	GIGGINOX HIDE X2	10%	—	—

BREAK PART—Breast

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
GIGGINOX HIDE	40%	GIGGINOX HIDE+	38%	GIGGINOX PIEL	42%
VENOM GLAND	25%	GRIM VENOM GLAND	22%	FOUL VENOM GLAND	26%
PALE EXTRACT	23%	PALE EXTRACT X2	14%	REVOLTING PIEL	16%
UNCANNY HIDE	12%	VENOM GLAND X2	14%	GRIM VENOM GLAND X2	16%
—	—	UNCANNY HIDE+	12%	—	—

BREAK PART—Tail

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
GIGGINOX HIDE	40%	GIGGINOX HIDE+	38%	GIGGINOX PIEL	38%
VENOM GLAND	36%	GRIM VENOM GLAND	28%	FOUL VENOM GLAND	29%
UNCANNY HIDE	24%	UNCANNY HIDE+	22%	REVOLTING PIEL	22%
—	—	UNCANNY HIDE X2	8%	UNCANNY HIDE+ X2	8%
—	—	WYVERN STONE	4%	LRG WYVERN STONE	3%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
VENOM GLAND	27%	GRIM VENOM GLAND	27%	FOUL VENOM GLAND	32%
GIGGINOX CLAW	23%	GIGGINOX CLAW+	24%	GIGGINOX TALON	27%
UNCANNY HIDE	17%	UNCANNY HIDE+	18%	REVOLTING PIEL	20%
PALE EXTRACT X2	16%	PALE EXTRACT X2	11%	GIGGINOX CLAW+ X2	11%
FEARSOME MAW	9%	GIGGINOX CLAW X2	8%	GRIM VENOM GLAND X2	6%
POISON SAC X2	8%	VENOM GLAND X2	8%	LRG WYVERN STONE	4%
—	—	WYVERN STONE	4%	—	—

Baleful Gigginox



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	45/19	55/19	50/10	5	30	0	0	20	100
NECK	40/24	40/25	40/15	5	25	0	0	10	—
BACK	35	30	25	5	20	0	0	5	—
BREAST	55	45	50	5	30	0	0	15	—
FRONT LEGS	30	30	15	5	10	0	0	5	—
BACK LEGS	40	40	35	5	10	0	0	10	—
TAIL	19/50	19/55	19/50	5	30	0	0	10	—
EGG	50	55	45	5	30	0	0	10	—

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Baleful Gigginox (continued)

HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	—
TUNDRA	2, 3, 4, 5 (START), 7
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	<1004.84
BIG	>1212.12
KING	>1266.72

ANGER EFFECTS

ATTACK	+++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	LONG	MEDIUM	MEDIUM	MEDIUM
SLEEP	LONG	MEDIUM	MEDIUM	—
PARALYZE	SHORT	MEDIUM	LARGE	—
DIZZY	SHORT	HIGH	MEDIUM	—
FATIGUE	V.LONG	MEDIUM	LARGE	—
EXPLOSIVES	—	MEDIUM	LARGE	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	HIGH	LARGE REEL & FATIGUE STATE
NECK/BODY	V.HIGH	SMALL REEL
LEFT FRONT LEG	HIGH	ALTERNATING SMALL REEL & KNOCKDOWN
RIGHT FRONT LEG	HIGH	ALTERNATING SMALL REEL & KNOCKDOWN
LEFT BACK LEG	MEDIUM	KNOCKDOWN
RIGHT BACK LEG	MEDIUM	KNOCKDOWN
TAIL	MEDIUM	SMALL REEL
EGG	V.LOW	SMALL REEL

BREAKABLE PARTS

HEAD	DECREASE HEAD DURABILITY TO 0 TWICE
BREAST	DECREASE NECK/BODY DURABILITY TO 0
TAIL	DECREASE TAIL DURABILITY TO 0
EGG	DESTROY EGG BEFORE GIGGINOX FINISHES LAYING IT

REWARD ITEMS

BODY CARVES—3 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	B.GIGGI HIDE+	38%	B.GIGGI PIEL	42%
—	—	B.GIGGI CLAW+	20%	B.GIGGI TALON	22%
—	—	PALE EXTRACT	15%	LIGHTNING SAC	14%
—	—	FEARSOME MAW	10%	NIGHTMARISH MAW	10%
—	—	THUNDER SAC	10%	REVOLTING PIEL	10%
—	—	UNCANNY HIDE+	7%	—	—

TEARS (1 TIME)—Break Breast

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
—	—	LRG WYVERN TEAR	37%	WYVERN TEAR	25%
—	—	PALE EXTRACT	17%	FEARSOME MAW	15%
—	—	FEARSOME MAW	8%	NIGHTMARISH MAW	10%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	THUNDER SAC	30%	LIGHTNING SAC	30%
—	—	B.GIGGI CLAW+	25%	B.GIGGI TALON	25%
—	—	UNCANNY HIDE+	20%	REVOLTING PIEL	20%
—	—	PALE EXTRACT X2	15%	THUNDER SAC X2	14%
—	—	FEARSOME MAW	7%	NIGHTMARISH MAW	7%
—	—	WYVERN STONE	3%	LRG WYVERN STONE	4%

BREAK PART—Head

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	B.GIGGI HIDE+	38%	B.GIGGI PIEL	38%
—	—	PALE EXTRACT X2	25%	NIGHTMARISH MAW	25%
—	—	FEARSOME MAW	25%	GIGGINOX HIDE+ X2	25%
—	—	UNCANNY HIDE+	12%	REVOLTING PIEL	12%

BREAK PART—Breast

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	B.GIGGI HIDE+	38%	B.GIGGI PIEL	38%
—	—	PALE EXTRACT X2	28%	THUNDER SAC X2	28%
—	—	THUNDER SAC	22%	LIGHTNING SAC	22%
—	—	UNCANNY HIDE+	12%	REVOLTING PIEL	12%

BREAK PART—Tail

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	B.GIGGI HIDE+	38%	B.GIGGI PIEL	38%
—	—	THUNDER SAC	28%	LIGHTNING SAC	29%
—	—	UNCANNY HIDE+	22%	REVOLTING PIEL	22%
—	—	UNCANNY HIDE X2	8%	UNCANNY HIDE+ X2	8%
—	—	WYVERN STONE	4%	LRG WYVERN STONE	3%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	THUNDER SAC	30%	—	—
—	—	B.GIGGI CLAW+	25%	—	—
—	—	UNCANNY HIDE+	20%	—	—
—	—	PALE EXTRACT X2	14%	—	—
—	—	FEARSOME MAW	7%	—	—
—	—	WYVERN STONE	4%	—	—

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From the Library of Hao Feng

Gobul



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	45	40	40	15	0	5	20	0	100
LANTERN	65	70	50	10	0	5	25	0	—
BELLY	55	40	60	0	0	5	5	0	—
BACK	50/20	25/15	35/20	0	0	0	20	0	—
INFLATED BACK	20/15	50/20	20/15	15/10	0	5	30	0	—
EDGES	40/20	35/20	40/20	5	0	0	15	0	—
LEG	25	35	40	10	0	0	5	0	—
TAIL	35	40	35	5	0	0	15	0	—

HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	1, 3, 4 (START), 5, 6, 8 (REST)
TUNDRA	—
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	<1706.85
BIG	>2180.97
KING	>2332.69

ANGER EFFECTS

ATTACK	+++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	V.LONG	MEDIUM	MEDIUM	HIGH
SLEEP	MEDIUM	MEDIUM	MEDIUM	—
PARALYZE	MEDIUM	MEDIUM	LARGE	—
DIZZY	SHORT	HIGH	MEDIUM	—
FATIGUE	V.LONG	MEDIUM	LARGE	—
EXPLOSIVES	—	HIGH	LARGE	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
LANTERN	V.LOW	LARGE REEL/LARGE REEL, KNOCKDOWN IN THE WATER
HEAD	HIGH	LARGE REEL/SMALL REEL, KNOCKDOWN IN THE WATER
BODY	HIGH	LARGE REEL/LARGE REEL, KNOCKDOWN IN THE WATER
LEFT LEG	LOW	LARGE REEL/SMALL REEL, KNOCKDOWN IN THE WATER
RIGHT LEG	LOW	LARGE REEL/SMALL REEL, KNOCKDOWN IN THE WATER
TAIL	MEDIUM	LARGE REEL/SMALL REEL, KNOCKDOWN IN THE WATER

BREAKABLE PARTS

LANTERN	DECREASE LANTERN DURABILITY TO 0 TWICE
TAIL	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPON

REWARD ITEMS

BODY CARVES—3 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
GOBUL HIDE	38%	GOBUL HIDE+	38%	GOBUL PIEL	40%
GOBUL SPIKE	27%	GOBUL SPIKE+	27%	FINE GOBUL FIN	22%
PARALYSIS SAC	17%	OMNIPLEGIA SAC	17%	OMNIPLEGIA SAC	20%
GOBUL FIN	10%	GOBUL FIN+	10%	GOBUL SURSPIKE	10%
GOBUL WHISKER	8%	GOBUL WHISKER	8%	GOBUL KINGWHISKR	8%

TAIL CARVES—1 Time

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
GOBUL SPIKE	44%	GOBUL FIN+	40%	FINE GOBUL FIN	50%
GOBUL FIN	32%	GOBUL SPIKE+	36%	GOBUL PIEL	22%
GOBUL HIDE	24%	GOBUL HIDE+	24%	GOBUL SURSPIKE	22%
—	—	—	—	GOBUL FIN+	6%

TEARS—Fish out of water with Frog

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
WYVERN TEAR	75%	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
PARALYSIS SAC	20%	LRG WYVERN TEAR	37%	WYVERN TEAR	25%
GOBUL SPIKE	5%	OMNIPLEGIA SAC	15%	OMNIPLEGIA SAC	15%
—	—	GOBUL SPIKE+	10%	GOBUL SURSPIKE	10%

COLLECT—While Camoflauged Underwater

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
GOBUL WHISKER	65%	GOBUL WHISKER	65%	GOBUL KINGWHISKR	65%
GOBUL SPIKE	24%	GOBUL SPIKE+	24%	GOBUL SURSPIKE	24%
GOBUL HIDE	11%	GOBUL HIDE+	11%	GOBUL PIEL	11%

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Gobul (continued)

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
GOBUL HIDE	38%	GOBUL HIDE+	29%	GOBUL PIEL	29%
GOBUL SPIKE	27%	GOBUL SPIKE+	24%	GOBUL SURSPIKE	24%
PARALYSIS SAC	20%	OMNIPLEGIA SAC	20%	GOBUL KINGWHISKR	15%
GOBUL WHISKER	15%	GOBUL WHISKER	10%	FINE GOBUL FIN	12%
—	—	GOBUL FIN+	8%	OMNIPLEGIA SAC X2	10%
—	—	GOBUL HIDE X2	7%	GOBUL HIDE+ X2	7%
—	—	WYVERN STONE	2%	LRG WYVERN STONE	3%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	GOBUL HIDE+	25%	GOBUL PIEL	25%
—	—	GOBUL SPIKE+	24%	GOBUL SURSPIKE	24%
—	—	OMNIPLEGIA SAC	22%	OMNIPLEGIA SAC X2	16%
—	—	GOBUL FIN+	10%	GOBUL KINGWHISKR	12%
—	—	GOBUL WHISKER	10%	FINE GOBUL FIN	12%
—	—	GOBUL HIDE X2	6%	GOBUL HIDE+ X2	6%
—	—	WYVERN STONE	3%	LRG WYVERN STONE	5%

BREAK PART—Lantern

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
GOBUL LANTERN	100%	GOBUL LANTERN+	60%	GOBUL BEACON	60%
—	—	GOBUL LANTERN	40%	GOBUL LANTERN+	40%

Great Jaggi



ANGER EFFECTS

ATTACK	++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	V.SHORT	LOW	SMALL	LOW
SLEEP	MEDIUM	MEDIUM	V.SMALL	—
PARALYZE	MEDIUM	MEDIUM	V.SMALL	—
DIZZY	SHORT	HIGH	SMALL	—
FATIGUE	V.LONG	LOW	V.SMALL	—
EXPLOSIVES	—	LOW	MEDIUM	LOW

DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	85	85	68	30	20	20	20	5	100
BODY	65	63	58	30	20	20	20	5	—

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	LOW	SMALL REEL
BODY	LOW	ALTERNATING SMALL REEL AND KNOCKDOWN

BREAKABLE PARTS

FRILL	DECREASE HEAD DURABILITY TO 0

HABITATS

D.ISLAND	1, 2, 3, 5, 6 (START), 7
S.PLAINS	1, 2, 3, 4, 5 (START), 7, 8, 9
F.FOREST	—
TUNDRA	—
VOLCANO	—
M.PEAKS	2 (REST), 4, 6, 7 (START), 8, 9

SIZES

SMALL	<840.87
BIG	>1074.44
KING	>1149.18

REWARD ITEMS

BODY CARVES—3 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
G.JAGGI HIDE	43%	G.JAGGI HIDE+	40%	G.JAGGI PIEL	50%
G.JAGGI CLAW	30%	G.JAGGI CLAW+	28%	G.JAGGI HIDE+	12%
SCREAMER	19%	SCREAMER	17%	G.JAGGI CLAW+	12%
JAGGI SCALE	8%	G.JAGGI HIDE	5%	SCREAMER	11%
—	—	G.JAGGI CLAW	5%	JAGGI SCALE+	10%
—	—	BIRD WYVERN GEM	5%	FEY WYVERN GEM	5%

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Great Jaggi (continued)

TEARS—Drop when dying Great Jaggi escapes (33% chance))

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
WYVERN TEAR	75%	WYVERN TEAR	50%	LRG WYVERN TEAR	40%
JAGGI SCALE	25%	LRG WYVERN TEAR	25%	WYVERN TEAR	30%
—	—	G.JAGGI HIDE+	23%	G.JAGGI PIEL	27%
—	—	BIRD WYVERN GEM	2%	FEY WYVERN GEM	3%

BREAK PART—Frill

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
KING'S FRILL	65%	KING'S FRILL	70%	IMPERIAL FRILL	70%
SCREAMER	25%	G.JAGGI HEAD	12%	SCREAMER X5	15%
G.JAGGI HEAD	10%	BIRD WYVERN GEM	10%	BIRD WYVERN GEM	8%
—	—	SCREAMER X2	8%	FEY WYVERN GEM	7%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
SCREAMER X2	45%	SCREAMER X2	43%	G.JAGGI PIEL	41%
G.JAGGI CLAW	32%	G.JAGGI CLAW+	30%	SCREAMER X3	33%
G.JAGGI HIDE	18%	G.JAGGI HIDE+	15%	G.JAGGI CLAW+ X2	19%
G.JAGGI HEAD	5%	G.JAGGI HEAD	8%	FEY WYVERN GEM	7%
—	—	BIRD WYVERN GEM	4%	—	—

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
SCREAMER X2	45%	G.JAGGI CLAW+	35%	G.JAGGI PIEL	34%
G.JAGGI CLAW	32%	G.JAGGI HIDE+	26%	SCREAMER X3	33%
G.JAGGI HIDE	18%	SCREAMER X2	22%	G.JAGGI CLAW+ X2	18%
G.JAGGI HEAD	5%	G.JAGGI HEAD	12%	G.JAGGI HIDE+ X2	8%
—	—	BIRD WYVERN GEM	5%	FEY WYVERN GEM	7%

Great Baggi



TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	V.SHORT	LOW	SMALL	LOW
SLEEP	MEDIUM	HIGH	SMALL	—
PARALYZE	MEDIUM	MEDIUM	V.SMALL	—
DIZZY	SHORT	HIGH	SMALL	—
FATIGUE	V.LONG	MEDIUM	V.SMALL	—
EXPLOSIVES	—	LOW	MEDIUM	LOW

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	LOW	LARGE REEL
BODY	LOW	ALTERNATING LARGE REEL AND KNOCKDOWN

BREAKABLE PARTS

FRILL	DECREASE HEAD DURABILITY TO 0

DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	60	50	55	40	20	0	20	0	100
BODY	40	40	35	40	20	0	20	0	—

HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	—
TUNDRA	1, 2, 3, 4, 7 (START)
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	<870.58
BIG	>1311.12
KING	>1436.99

ANGER EFFECTS

ATTACK	++
DEFENSE	=
SPEED	++

REWARD ITEMS

BODY CARVES—3 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
G.BAGGI HIDE	40%	G.BAGGI HIDE+	38%	G.BAGGI PIEL	57%
G.BAGGI CLAW	27%	COMA SAC	21%	G.BAGGI CLAW+	15%
SLEEP SAC	25%	G.BAGGI CLAW+	21%	G.BAGGI HIDE+	13%
BAGGI SCALE	8%	G.BAGGI HIDE	8%	COMA SAC	10%
—	—	G.BAGGI CLAW	7%	FEY WYVERN GEM	5%
—	—	BIRD WYVERN GEM	5%	—	—

TEARS—1 only; Break Crest (100%), Drop when dying & escapes (33% chance)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
WYVERN TEAR	75%	WYVERN TEAR	50%	LRG WYVERN TEAR	40%
BAGGI SCALE	25%	LRG WYVERN TEAR	25%	WYVERN TEAR	30%
—	—	G.BAGGI HIDE+	23%	G.BAGGI PIEL	27%
—	—	BIRD WYVERN GEM	2%	FEY WYVERN GEM	3%

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Great Baggi (continued)

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
G.BAGGI CLAW	48%	G.BAGGI CLAW+	45%	G.BAGGI PIEL	66%
SLEEP SAC	32%	COMA SAC	28%	G.BAGGI CLAW+ X2	27%
G.BAGGI HIDE	20%	G.BAGGI HIDE+	14%	FEY WYVERN GEM	7%
—	—	SLEEP SAC X2	8%	—	—
—	—	BIRD WYVERN GEM	5%	—	—

BREAK PART—Crest

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
KING'S CREST	60%	KING'S CREST	60%	IMPERIAL CREST	70%
SLEEP SAC	40%	COMA SAC X2	28%	BIRD WYVERN GEM	23%
—	—	BIRD WYVERN GEM	12%	FEY WYVERN GEM	7%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
G.BAGGI CLAW	43%	G.BAGGI CLAW+	37%	G.BAGGI PIEL	50%
SLEEP SAC	32%	COMA SAC	35%	G.BAGGI CLAW+ X2	17%
G.BAGGI HIDE	25%	G.BAGGI HIDE+	15%	COMA SAC X2	16%
—	—	SLEEP SAC X2	8%	BIRD WYVERN GEM X2	10%
—	—	BIRD WYVERN GEM	5%	FEY WYVERN GEM	7%

Great Wroggi



TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	V.SHORT	HIGH	SMALL	LOW
SLEEP	MEDIUM	MEDIUM	V.SMALL	—
PARALYZE	MEDIUM	MEDIUM	V.SMALL	—
DIZZY	SHORT	HIGH	SMALL	—
FATIGUE	V.LONG	LOW	V.SMALL	—
EXPLOSIVES	—	LOW	MEDIUM	LOW

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	MEDIUM	LARGE REEL
BODY	MEDIUM	ALTERNATING LARGE REEL AND KNOCKDOWN

BREAKABLE PARTS

FRILL	DECREASE HEAD DURABILITY TO 0 TWICE

DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	60	45	50	0	20	40	5	0	100
BODY	45	60	40	0	20	40	5	0	—

HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	1, 2 (START), 7, 9, 10 (REST)
TUNDRA	—
VOLCANO	1, 2, 3 (REST), 4, 5 (START), 7
M.PEAKS	—

SIZES

SMALL	<841.05
BIG	>1074.67
KING	>1149.43

ANGER EFFECTS

ATTACK	++
DEFENSE	=
SPEED	++

REWARD ITEMS

BODY CARVES—3 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
G.WROGGI HIDE	40%	G.WROGGI HIDE+	40%	G.WROGGI PIEL	46%
G.WROGGI CLAW	27%	TOXIN SAC	21%	G.WROGGI BRACE+	22%
POISON SAC	25%	G.WROGGI BRACE+	19%	TOXIN SAC	16%
WROGGI SCALE	8%	G.WROGGI HIDE	8%	G.WROGGI HIDE+	11%
—	—	G.WROGGI BRACE	7%	FEY WYVERN GEM	5%
—	—	BIRD WYVERN GEM	5%	—	—

TEARS—1 only; Break Beak (100%), Drop when dying & escapes (33% chance)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
WYVERN TEAR	75%	WYVERN TEAR	50%	LRG WYVERN TEAR	40%
WROGGI SCALE	25%	LRG WYVERN TEAR	25%	WYVERN TEAR	30%
—	—	G.WROGGI HIDE+	23%	G.WROGGI PIEL	27%
—	—	BIRD WYVERN GEM	2%	FEY WYVERN GEM	3%

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Great Wroggi (continued)

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
G.WROGGI BRACE	40%	TOXIN SAC	38%	G.WROGGI PIEL	58%
POISON SAC	40%	G.WROGGI BRACE+	35%	G.WROGGI BRACE+ X2	35%
G.WROGGI HIDE	20%	G.WROGGI HIDE+	15%	FEY WYVERN GEM	7%
—	—	POISON SAC X2	8%	—	—
—	—	BIRD WYVERN GEM	4%	—	—

BREAK PART—Beak

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
KING'S BEAK	50%	KING'S BEAK	60%	IMPERIAL BEAK	70%
POISON SAC	50%	TOXIN SAC X2	30%	BIRD WYVERN GEM	23%
—	—	BIRD WYVERN GEM	10%	FEY WYVERN GEM	7%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
G.WROGGI BRACE	37%	TOXIN SAC	38%	G.WROGGI PIEL	50%
POISON SAC	36%	G.WROGGI BRACE+	31%	TOXIN SAC X2	18%
G.WROGGI HIDE	20%	G.WROGGI HIDE+	18%	G.WROGGI BRACE+ X2	15%
WROGGI SCALE X2	7%	POISON SAC X2	8%	BIRD WYVERN GEM X2	10%
—	—	BIRD WYVERN GEM	5%	FEY WYVERN GEM	7%

Jhen Mohran



ANGER EFFECTS

ATTACK	++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	—	—	—	—
SLEEP	—	—	—	—
PARALYZE	—	—	—	—
DIZZY	—	—	—	—
FATIGUE	—	—	—	—
EXPLOSIVES	—	HIGH	LARGE	V.HIGH

DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
FANG	18	18	18	0	5	15	5	15	—
MOUTH	90	80	50	0	20	30	20	25	—
BODY	21	21	20	0	5	8	5	8	—
BELLY	60	55	38	0	12	22	12	22	—
ARM	33	33	25	0	8	15	8	15	—
FIN	35	35	40	0	10	15	5	15	—
WEAKENED FIN	68	78	48	0	15	22	15	22	—

PART DURABILITY

PART	DURABILITY	EFFECTS
LEFT FANG	ULTRA HIGH	LARGE REEL
RIGHT FANG	ULTRA HIGH	LARGE REEL
BODY	ULTRA HIGH	KNOCKDOWN
LEFT ARM	ULTRA HIGH	SMALL REEL
RIGHT ARM	ULTRA HIGH	SMALL REEL
FIN	ULTRA HIGH	SMALL REEL
WEAKENED FIN (FRONT)	ULTRA HIGH	SMALL REEL
WEAKENED FIN (BACK)	ULTRA HIGH	SMALL REEL

HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	—
TUNDRA	—
VOLCANO	—
M.PEAKS	—

BREAKABLE PARTS

LEFT FANG	DECREASE LEFT FANG DURABILITY TO 0
RIGHT FANG	DECREASE RIGHT FANG DURABILITY TO 0
WEAKENED FIN (FRONT)	DECREASE WEAKENED FIN (FRONT) DURABILITY TO 0 TWICE
WEAKENED FIN (BACK)	DECREASE WEAKENED FIN (BACK) DURABILITY TO 0 TWICE
ARM	DECREASE ARM DURABILITY TO 0

SIZES

SMALL	—
BIG	—
KING	—

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Jhen Mohran (continued)

REWARD ITEMS

BODY CARVES—4 Times on Head and Belly (8 Total)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	MOHRAN CARAPACE	50%	—	—
—	—	MOHRAN SCALE+	32%	—	—
—	—	STURDY FANG+	14%	—	—
—	—	EARTH DRAGONGEM	4%	—	—

MOUTH CARVES—2 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	MOHRAN SCALE+	49%	—	—
—	—	QUALITY FIN	27%	—	—
—	—	MONSTER GUTS	23%	—	—
—	—	EARTH DRAGONGEM	1%	—	—

MINING—Broken Weakened Fin (2 Times)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	BATHYCITE ORE	40%	—	—
—	—	PELAGICITE ORE	26%	—	—
—	—	MOHRAN SCALE+	20%	—	—
—	—	MOHRAN CARAPACE	14%	—	—

BREAK PART—Fang

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	STURDY FANG+	76%	—	—
—	—	STURDY FANG+	20%	—	—
—	—	EARTH DRAGONGEM	4%	—	—

BREAK PART—Arm

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	MOHRAN BRACE+	75%	—	—
—	—	MOHRAN SCALE+	15%	—	—
—	—	ELDERDRAGONBLOOD	10%	—	—

BREAK PART—Fin

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	MOHRAN CARAPACE	46%	—	—
—	—	MOHRAN SCALE+	25%	—	—
—	—	ELDERDRAGONBLOOD	15%	—	—
—	—	BATHYCITE ORE	14%	—	—

Hallowed Jhen Mohran



HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	—
TUNDRA	—
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	—
BIG	—
KING	—

ANGER EFFECTS

ATTACK	++
DEFENSE	=
SPEED	++

DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
FANG	19	22	19	15	0	0	10	10	—
MOUTH	84	84	60	30	0	0	20	20	—
BODY	25	25	25	8	0	0	6	6	—
BELLY	55	50	38	22	0	0	15	15	—
ARM	35	38	30	15	0	0	10	10	—
FIN	44	40	40	15	0	0	10	10	—
WEAKENED FIN	76	76	65	22	0	0	15	15	—

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	—	—	—	—
SLEEP	—	—	—	—
PARALYZE	—	—	—	—
DIZZY	—	—	—	—
FATIGUE	—	—	—	—
EXPLOSIVES	—	HIGH	LARGE	V.HIGH

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Hallowed Jhen Mohran (continued)

PART DURABILITY

PART	DURABILITY	EFFECTS
LEFT FANG	ULTRA HIGH	LARGE REEL
RIGHT FANG	ULTRA HIGH	LARGE REEL
BODY	ULTRA HIGH	KNOCKDOWN
LEFT ARM	ULTRA HIGH	SMALL REEL
RIGHT ARM	ULTRA HIGH	SMALL REEL
FIN	ULTRA HIGH	SMALL REEL
WEAKENED FIN (FRONT)	ULTRA HIGH	SMALL REEL
WEAKENED FIN (BACK)	ULTRA HIGH	SMALL REEL

BREAKABLE PARTS

LEFT FANG	DECREASE LEFT FANG DURABILITY TO 0
RIGHT FANG	DECREASE RIGHT FANG DURABILITY TO 0
WEAKENED FIN (FRONT)	DECREASE WEAKENED FIN (FRONT) DURABILITY TO 0 TWICE
WEAKENED FIN (BACK)	DECREASE WEAKENED FIN (BACK) DURABILITY TO 0 TWICE
ARM	DECREASE ARM DURABILITY TO 0

REWARD ITEMS

BODY CARVES—4 Times on Head and Belly (8 Total)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	H.JHEN ROCKSKIN	44%
—	—	—	—	H.JHEN SHARD	31%
—	—	—	—	DEIFIC FANG	13%
—	—	—	—	EARTH DRAGONGEM	7%
—	—	—	—	EARTH DRGNSPHIRE	5%

MOUTH CARVES—2 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	H.JHEN SHARD	60%
—	—	—	—	GIANT FIN	34%
—	—	—	—	EARTH DRAGONGEM	4%
—	—	—	—	EARTH DRGNSPHIRE	2%

MINING—Broken Weakened Fin (2 Times)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	BATHYCITE ORE	30%
—	—	—	—	H.JHEN ROCKSKIN	24%
—	—	—	—	H.JHEN SHARD	20%
—	—	—	—	GHOSTLY QUARTZ	14%
—	—	—	—	MELDSPAR ORE	12%

BREAK PART—Fang

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	DEIFIC FANG	70%
—	—	—	—	DEIFIC FANG X2	10%
—	—	—	—	STURDY FANG+	10%
—	—	—	—	EARTH DRAGONGEM	6%
—	—	—	—	EARTH DRGNSPHIRE	4%

BREAK PART—Arm

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	H.JHEN ALLBRACE	65%
—	—	—	—	H.JHEN SHARD	15%
—	—	—	—	ELDERDRAGONBLOOD	10%
—	—	—	—	H.JHEN ALLBRACE X2	10%

BREAK PART—Fin

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	H.JHEN ROCKSKIN	43%
—	—	—	—	H.JHEN SHARD	23%
—	—	—	—	GHOSTLY QUARTZ	19%
—	—	—	—	ELDERDRAGONBLOOD	15%

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Lagiacrus



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	40	40	40	15	0	5	0	5	100
BREAST	45	40	35	20	0	10	0	10	—
BODY	35	35	20	15	0	5	0	5	—
BACK	25	40	15	25	0	15	0	15	—
LEG	27	25	10	15	0	5	0	5	—
TAIL	30	35	15	15	0	5	0	5	—

HABITATS

D.ISLAND	5, 9 , 10, 11 (START), 12 (REST)
S.PLAINS	—
F.FOREST	4, 5, 6 (START), 8 (REST)
TUNDRA	—
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	<2383.65
BIG	>3045.77
KING	>3257.65

ANGER EFFECTS

ATTACK	+++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	MEDIUM	MEDIUM	MEDIUM	LOW
SLEEP	MEDIUM	MEDIUM	MEDIUM	—
PARALYZE	MEDIUM	MEDIUM	LARGE	—
DIZZY	SHORT	HIGH	LARGE	—
FATIGUE	V.LONG	MEDIUM	LARGE	—
EXPLOSIVES	—	HIGH	LARGE	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	HIGH	LARGE REEL/KNOCKDOWN
BREAST	MEDIUM	SMALL REEL
BODY	MEDIUM	SMALL REEL
BACK	LOW	SMALL REEL/KNOCKDOWN
FRONT LEGS	MEDIUM	KNOCKDOWN/SMALL REEL
BACK LEGS	MEDIUM	KNOCKDOWN/SMALL REEL
TAIL	MEDIUM	LARGE REEL/SMALL REEL

BREAKABLE PARTS

HEAD	DECREASE HEAD DURABILITY TO 0 TWICE
BREAST	DECREASE BREAST DURABILITY TO 0 TWICE
BACK	DECREASE BACK DURABILITY TO 0 THREE TIMES
FRONT LEGS	DECREASE FRONT LEGS DURABILITY TO 0
TAIL	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPONS

REWARD ITEMS

BODY CARVES—3 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
LAGIACRUS HIDE	41%	LAGIACRUS HIDE+	39%	LAGIACRUS PIEL	38%
LAGIACRUS SCALE	29%	LAGIACRUS SCALE+	29%	LAGIACRUS SHARD	29%
LAGIACRUS CLAW	20%	LAGIACRUS CLAW+	14%	LAGIACRUS TALON	15%
SHELL SHOCKER	10%	SHELL SHOCKER+	10%	DEATHLY SHOCKER	10%
—	—	SHELL SHOCKER	8%	SHELL SHOCKER+	8%

TAIL CARVES—1 Time

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
LAGIACRUS TAIL	63%	LAGIACRUS TAIL	70%	LAGIACRUS FLAIL	70%
LAGIACRUS SCALE	33%	LAGIACRUS SCALE+	24%	LAGIACRUS SHARD	25%
LAGIACRUS PLATE	4%	LAGIACRUS PLATE	4%	LAGIA SAPPHIRE	3%
—	—	LAGIA SAPPHIRE	2%	LAGIACRUS MANTLE	2%

TEARS (1 TIME)—Knockdown while eating (50%)/Hit with Sonic Bomb while charging (50%)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
WYVERN TEAR	75%	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
LAGIACRUS SCALE	23%	LRG WYVERN TEAR	37%	WYVERN TEAR	25%
LAGIACRUS PLATE	2%	LAGIACRUS SCALE+	24%	LAGIACRUS SHARD	23%
—	—	LAGIA SAPPHIRE	1%	LAGIACRUS MANTLE	2%

TAIL CARVES—1 Time

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
LAGIACRUS HIDE	40%	SHELL SHOCKER+	34%	DEATHLY SHOCKER	36%
SHELL SHOCKER	34%	LAGIACRUS HIDE+	25%	LAGIACRUS PIEL	28%
MONSTER BONE+ X2	20%	LAGIACRUS SCALE+	17%	LAGIACRUS SHARD	17%
LAGIACRUS PLATE	6%	MONSTER HARDBONE	12%	MONSTER SLOGBONE	11%
—	—	LAGIACRUS PLATE	8%	LAGIA SAPPHIRE	6%
—	—	LAGIA SAPPHIRE	4%	LAGIACRUS MANTLE	2%

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Lagiacrus (continued)

BREAK PART—Head

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
LAGIACRUS HORN	64%	LAGIACRUS HORN+	42%	LAGIA HARDHORN	44%
LAGIACRUS SCALE	33%	LAGIACRUS SCALE+	33%	LAGIACRUS SHARD	33%
LAGIACRUS PLATE	3%	LAGIACRUS HORN	20%	LAGIACRUS HORN+	20%
—	—	LAGIACRUS PLATE	5%	LAGIACRUS MANTLE	3%

BREAK PART—Breast

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
LAGIACRUS HIDE	70%	LAGIACRUS HIDE+	50%	LAGIACRUS PIEL	50%
LAGIACRUS SCALE	30%	LAGIACRUS HIDE X2	32%	LAGIACRUS HIDE X2	32%
—	—	LAGIACRUS SCALE+	18%	LAGIACRUS SHARD	18%

BREAK PART—Front Legs

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
LAGIACRUS CLAW	43%	LAGIACRUS CLAW+	37%	LAGIACRUS TALON	42%
LAGIACRUS SCALE	32%	LAGIACRUS SCALE+	28%	LAGIACRUS SHARD	28%
WYVERN CLAW X4	25%	LAGIACRUS CLAW	20%	LAGIACRUS CLAW+	22%
—	—	WYVERN CLAW X8	15%	WYVERN CLAW X12	8%

BREAK PART—Back

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
SHELL SHOCKER	65%	SHELL SHOCKER+	48%	DEATHLY SHOCKER	48%
LAGIACRUS SCALE	35%	SHELL SHOCKER	30%	SHELL SHOCKER+	30%
—	—	LAGIACRUS SCALE+	22%	LAGIACRUS SHARD	22%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	SHELL SHOCKER+	40%	DEATHLY SHOCKER	40%
—	—	LAGIACRUS HIDE+	20%	LAGIACRUS PIEL	23%
—	—	LAGIACRUS SCALE+	20%	LAGIACRUS SHARD	20%
—	—	LAGIACRUS PLATE	8%	LAGIA SAPPHIRE	8%
—	—	MONSTER HARDBONE	7%	MONSTER SLOGBONE	8%
—	—	LAGIA SAPPHIRE	5%	LAGIACRUS MANTLE	1%

Ivory Lagiacrus



SIZES

SMALL	<2595.53
BIG	>3098.74
KING	>3257.65

ANGER EFFECTS

ATTACK	+++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	MEDIUM	MEDIUM	MEDIUM	HIGH
SLEEP	MEDIUM	MEDIUM	MEDIUM	—
PARALYZE	MEDIUM	MEDIUM	LARGE	—
DIZZY	SHORT	HIGH	LARGE	—
FATIGUE	LONG	MEDIUM	LARGE	—
EXPLOSIVES	—	MEDIUM	LARGE	MEDIUM

DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	18	15	18	10	0	8	0	10	100
BREAST	44	40	35	22	0	10	0	22	—
BODY	35	35	30	20	0	10	0	20	—
BACK	55	50	40	30	0	15	0	30	—
FRONT LEGS	25	28	25	18	0	5	0	18	—
BACK LEGS	28	32	27	18	0	5	0	18	—
TAIL	38	43	45	20	0	8	0	20	—

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	LOW	LARGE REEL/KNOCKDOWN
BREAST	MEDIUM	SMALL REEL
BODY	MEDIUM	SMALL REEL
BACK	HIGH	SMALL REEL/KNOCKDOWN
FRONT LEGS	MEDIUM	KNOCKDOWN/SMALL REEL
BACK LEGS	MEDIUM	KNOCKDOWN/SMALL REEL
TAIL	MEDIUM	LARGE REEL/SMALL REEL

HABITATS

D.ISLAND	5, 6, 7 (START), 9, 10, 11, 12 (REST)
S.PLAINS	—
F.FOREST	1, 3, 4, 5, 6, 7 (START), 8 (REST)
TUNDRA	—
VOLCANO	—
M.PEAKS	—

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Ivory Lagiacrus (continued)

BREAKABLE PARTS

HEAD	DECREASE HEAD DURABILITY TO 0 TWICE
BREAST	DECREASE BREAST DURABILITY TO 0 TWICE
BACK	DECREASE BACK DURABILITY TO 0 THREE TIMES
FRONT LEGS	DECREASE FRONT LEGS DURABILITY TO 0
TAIL	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPONS

REWARD ITEMS

BODY CARVES—3 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	I.LAGI HIDE+	42%	I.LAGI PIEL	40%
—	—	I.LAGI SCALE+	32%	I.LAGI SHARD	28%
—	—	LAGIACRUS CLAW+	15%	LAGIACRUS TALON	14%
—	—	I.LAGI SHOCKER+	11%	I.LAGI D-SHOCKER	10%
—	—	—	—	I.LAGI SHOCKER+	8%

TAIL CARVES—1 Time

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	LAGIACRUS TAIL	66%	LAGIACRUS FLAIL	69%
—	—	I.LAGI SCALE+	25%	I.LAGI SHARD	25%
—	—	LAGIACRUS PLATE	5%	LAGIA SAPPHIRE	4%
—	—	LAGIA SAPPHIRE	4%	LAGIACRUS MANTLE	2%

TEARS (1 TIME)—Knockdown while eating (50%)/Hit with Sonic Bomb while charging (50%)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
—	—	LRG WYVERN TEAR	37%	WYVERN TEAR	25%
—	—	I.LAGI SCALE+	23%	I.LAGI SHARD	23%
—	—	LAGIA SAPPHIRE	2%	LAGIACRUS MANTLE	2%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	I.LAGI SHOCKER+	35%	I.LAGI D-SHOCKER	35%
—	—	I.LAGI HIDE+	24%	I.LAGI PIEL	24%
—	—	I.LAGI SCALE+	14%	I.LAGI SHARD	18%
—	—	LAGIACRUS PLATE	10%	MONSTER SLOGBONE	8%
—	—	MONSTER HARDBONE	7%	I.LAGI SAPPHIRE	7%
—	—	LAGIA SAPPHIRE	5%	I.LAGI HARDHORN	5%
—	—	I.LAGI HORN+	5%	LAGIACRUS MANTLE	3%

BREAK PART—Head

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	I.LAGI HORN+	70%	I.LAGI HARDHORN	46%
—	—	I.LAGI SCALE+	22%	I.LAGI SHARD	33%
—	—	LAGIACRUS PLATE	8%	I.LAGI HORN+	18%
—	—	—	—	LAGIACRUS MANTLE	3%

BREAK PART—Breast

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	I.LAGI HIDE+	50%	I.LAGI PIEL	55%
—	—	I.LAGI SCALE+	26%	I.LAGI HIDE+	27%
—	—	I.LAGI HIDE+ X2	24%	I.LAGI SHARD	18%

BREAK PART—Front Legs

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	LAGIACRUS CLAW+	42%	LAGIACRUS TALON	42%
—	—	LAGIACRUS CLAW	25%	I.LAGI SHARD	28%
—	—	I.LAGI SCALE+	20%	LAGIACRUS CLAW+	22%
—	—	WYVERN CLAW X8	15%	WYVERN CLAW X12	8%

BREAK PART—Back

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	I.LAGI SHOCKER+	75%	I.LAGI D-SHOCKER	50%
—	—	I.LAGI SCALE+	25%	I.LAGI SHOCKER+	30%
—	—	—	—	I.LAGI SHARD	20%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	I.LAGI D-SHOCKER	40%
—	—	—	—	I.LAGI PIEL	20%
—	—	—	—	I.LAGI SHARD	20%
—	—	—	—	LAGIA SAPPHIRE	8%
—	—	—	—	MONSTER SLOGBONE	8%
—	—	—	—	LAGIACRUS MANTLE	4%

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Abyssal Lagiacrus



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	15	15	18	20	0	5	0	35	100
BREAST	45	40	35	15	0	10	0	20	—
BODY	35	35	20	10	0	5	0	15	—
BACK	25	40	15	20	0	15	0	25	—
LEG	27	25	10	10	0	5	0	15	—
TAIL	30	35	15	10	0	5	0	15	—

HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	—
TUNDRA	—
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	—
BIG	—
KING	—

ANGER EFFECTS

ATTACK	+++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	MEDIUM	MEDIUM	MEDIUM	HIGH
SLEEP	MEDIUM	MEDIUM	MEDIUM	—
PARALYZE	MEDIUM	MEDIUM	LARGE	—
DIZZY	SHORT	HIGH	LARGE	—
FATIGUE	LONG	MEDIUM	LARGE	—
EXPLOSIVES	—	HIGH	LARGE	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	MEDIUM	KNOCKDOWN
BREAST	MEDIUM	SMALL REEL
BODY	MEDIUM	SMALL REEL
BACK	LOW	KNOCKDOWN
FRONT LEGS	MEDIUM	SMALL REEL
BACK LEGS	MEDIUM	SMALL REEL
TAIL	MEDIUM	SMALL REEL

BREAKABLE PARTS

HEAD	DECREASE HEAD DURABILITY TO 0 TWICE
BREAST	DECREASE BREAST DURABILITY TO 0 TWICE
BACK	DECREASE BACK DURABILITY TO 0 THREE TIMES
FRONT LEGS	DECREASE FRONT LEGS DURABILITY TO 0
TAIL	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPONS

REWARD ITEMS

BODY CARVES—5 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	A.LAGI PIEL	40%
—	—	—	—	A.LAGI SHARD	34%
—	—	—	—	LAGIACRUS TALON	14%
—	—	—	—	A.LAGI D-SHOCKER	10%
—	—	—	—	A.LAGI DYNAMO	2%

TAIL CARVES—2 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	LAGIACRUS FLAIL	68%
—	—	—	—	A.LAGI SHARD	25%
—	—	—	—	LAGIACRUS MANTLE	4%
—	—	—	—	A.LAGI DYNAMO	3%

BREAK PART—Head

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	A.LAGI HARDHORN	62%
—	—	—	—	A.LAGI SHARD	35%
—	—	—	—	A.LAGI DYNAMO	3%

BREAK PART—Breast

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	A.LAGI PIEL	55%
—	—	—	—	A.LAGI SHARD	27%
—	—	—	—	A.LAGI PIEL X2	18%

BREAK PART—Front Legs

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	LAGIACRUS TALON	72%
—	—	—	—	A.LAGI SHARD	28%

BREAK PART—Back

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	A.LAGI D-SHOCKER	75%
—	—	—	—	A.LAGI SHARD	25%

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Lagombi



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	45	45	50	40	0	0	20	0	100
UPPER BODY	44	44	40	30	0	0	15	0	—
FRONT LEGS	30	30	20	10	0	0	5	0	—
BELLY/BACK LEGS	35	35	20	10	0	0	5	0	—
BUTT	50	50	35	20	0	0	10	0	—

HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	—
TUNDRA	1, 2 (START), 3, 4, 5, 6 (REST), 7
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	<481.86
BIG	>615.71
KING	>658.54

ANGER EFFECTS

ATTACK	++
DEFENSE	=
SPEED	+

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	MEDIUM	MEDIUM	SMALL	LOW
SLEEP	V.LONG	MEDIUM	LARGE	—
PARALYZE	MEDIUM	LOW	LARGE	—
DIZZY	SHORT	MEDIUM	LARGE	—
FATIGUE	V.LONG	MEDIUM	LARGE	—
EXPLOSIVES	—	LOW	MEDIUM	LOW

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	LOW	SMALL REEL
UPPER BODY	LOW	SMALL REEL
FRONT LEGS	LOW	SMALL REEL
BELLY/BACK LEGS	LOW	SMALL REEL
BUTT	MEDIUM	ALTERNATING LARGE REEL & KNOCKDOWN

BREAKABLE PARTS

EARS	DECREASE HEAD DURABILITY TO 0

REWARD ITEMS

BODY CARVES—3 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
LAGOMBI PELT	50%	LAGOMBI PELT+	45%	LAGOMBI FUR	38%
LAGOMBI PLASTRON	30%	LAGOM PLASTRON+	28%	MASSIVE BONE	20%
LAGOMBI CLAW	15%	LAGOMBI CLAW+	12%	LAGOMBI CLAW+	12%
JUMBO BONE	5%	LAGOMBI PELT	10%	CRUSHING FANG	10%
—	—	STOUTBONE	5%	LAGOM PLASTRON+	10%
—	—	—	—	LAGOMBI PELT+	10%

TEARS—Break Ears

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BEAST TEAR	75%	BEAST TEAR	38%	LRG BEAST TEAR	50%
LAGOMBI PELT	15%	LRG BEAST TEAR	37%	BEAST TEAR	25%
LAGOM PLASTRON	10%	LAGOMBI PELT+	15%	LAGOMBI FUR	15%
—	—	LAGOM PLASTRON+	10%	LAGOM PLASTRON+	10%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
LAGOM PLASTRON	40%	LAGOM PLASTRON+	35%	LAGOMBI FUR	31%
LAGOMBI CLAW	24%	LAGOMBI CLAW+	25%	CRUSHING FANG	24%
JUMBO BONE X2	20%	STOUTBONE X2	17%	LAGOM PLASTRON+ X2	13%
LAGOMBI PELT X2	10%	LAGOMBI PELT+ X2	10%	LAGOMBI CLAW+	13%
SHARPENED FANG X2	6%	LAGOM PLASTRON X2	8%	LAGOMBI PELT+ X2	12%
—	—	LAGOMBI CLAW X2	5%	MASSIVE BONE X2	7%

BREAK PART—Ears

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
LAGOMBI EAR	75%	LAGOMBI EAR+	70%	LAGOMBI AURICLE	70%
LAGOMBI PELT	25%	LAGOMBI PELT+	20%	LAGOMBI FUR	20%
—	—	LAGOMBI EAR X2	10%	LAGOMBI EAR+ X2	10%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	LAGOM PLASTRON+	32%	LAGOMBI FUR	40%
—	—	LAGOMBI CLAW+	28%	LAGOMBI CLAW+	13%
—	—	STOUTBONE X2	17%	CRUSHING FANG	12%
—	—	LAGOMBI PELT+ X2	10%	LAGOM PLASTRON+ X2	12%
—	—	LAGOM PLASTRON X2	8%	LAGOMBI PELT+ X2	12%
—	—	LAGOMBI CLAW X2	5%	MASSIVE BONE X2	11%

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Nargacuga



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	50/55	50/55	55/60	20	10	15	25/30	15	100
NECK/BACK	36	40	30	15	5	5	15	10	—
BELLY	25	25	30	5	0	0	5	5	—
WING BLADE	20	20	20	25	5	10	35	15	—
FRONT LEG	30	30	25	5	5	5	10	10	—
BACK LEG	30	30	35	10	0	0	15	5	—
TAIL	36	36	25	5	0	0	10/15	10	—
TAIL TIP	24	24	30	25	5	10	30	10	—

HABITATS

D.ISLAND	2, 3, 5, 7 (START), 8 (REST)
S.PLAINS	—
F.FOREST	1, 2 (REST), 7 (START), 10
TUNDRA	—
VOLCANO	—
M.PEAKS	2, 5, 6 (START), 7, 8, 9 (REST)

SIZES

SMALL	<1442.07
BIG	>1842.64
KING	>1970.82

ANGER EFFECTS

ATTACK	++
DEFENSE	=
SPEED	++

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TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	MEDIUM	MEDIUM	SMALL	MEDIUM
SLEEP	SHORT	MEDIUM	LARGE	—
PARALYZE	MEDIUM	MEDIUM	LARGE	—
DIZZY	SHORT	HIGH	LARGE	—
FATIGUE	MEDIUM	MEDIUM	SMALL	—
EXPLOSIVES	—	MEDIUM	LARGE	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	MEDIUM	LARGE REEL
BODY	HIGH	SMALL REEL
LEFT WING BLADE	V.LOW	KNOCKDOWN
RIGHT WING BLADE	V.LOW	KNOCKDOWN
FRONT LEGS	MEDIUM	ALTERNATING SMALL REEL & KNOCKDOWN
LEFT BACK LEG	MEDIUM	KNOCKDOWN
RIGHT BACK LEG	MEDIUM	KNOCKDOWN
TAIL	MEDIUM	SMALL REEL

BREAKABLE PARTS

HEAD	DECREASE HEAD DURABILITY TO 0 TWICE
LEFT WING BLADE	DECREASE LEFT WING BLADE DURABILITY TO 0; ONLY RECEIVE REWARD FOR BREAKING ONE SIDE
RIGHT WING BLADE	DECREASE RIGHT WING BLADE DURABILITY TO 0; ONLY RECEIVE REWARD FOR BREAKING ONE SIDE
TAIL (BREAK)	DECREASE TAIL DURABILITY TO 0 TWICE
TAIL (CUT)	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPONS WHILE NARGACUGA IS IN ENRAGED OR FATIGUED

REWARD ITEMS

BODY CARVES—3 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	NARGACUGA SCALE+	45%	NARGACUGA SHARD	40%
—	—	NARGACUGA PELT+	29%	NARGACUGA FUR	28%
—	—	NARGACUGA FANG+	13%	HVY NARGA FANG	13%
—	—	NARGACUGA RAZOR	10%	NARGA RAZOR+	9%
—	—	NARGA MEDULLA	3%	NARGA MEDULLA	8%
—	—	—	—	NARGACUGA MANTLE	2%

TAIL CARVES—1 Time

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	NARGACUGA TAIL	80%	NARGACUGA LASH	82%
—	—	NARGA MEDULLA	10%	NARGA TAILSPEAR	10%
—	—	NARGACUGA TAILSPIKE	10%	NARGA MEDULLA	8%

TEARS (2 TIMES)—Attack with Sonic Bomb during rushing attack

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
—	—	LRG WYVERN TEAR	37%	WYVERN TEAR	25%
—	—	NARGACUGA SCALE+	25%	NARGACUGA SHARD	24%
—	—	—	—	NARGACUGA MANTLE	1%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	NARGACUGA PELT+	35%	NARGACUGA FUR	35%
—	—	NARGACUGA SCALE+	22%	NARGACUGA SHARD	22%
—	—	NARGACUGA FANG+	21%	HVY NARGA FANG	21%
—	—	NARGACUGA TAIL	18%	NARGACUGA LASH	12%
—	—	NARGA MEDULLA	4%	NARGA MEDULLA	8%
—	—			NARGACUGA MANTLE	2%

BREAK PART—Head

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	NARGACUGA FANG+	65%	HVY NARGA FANG X2	65%
—	—	NARGACUGA SCALE+ X2	20%	NARGACUGA SHARD X2	20%
—	—	NARGA MEDULLA	8%	NARGA MEDULLA	7%
—	—	WYVERN FANG X8	7%	NARGACUGA FANG+ X4	5%
—	—	—	—	NARGACUGA MANTLE	3%

BREAK PART—Wing Blade

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	NARGACUGA RAZOR X2	60%	NARGA RAZOR+ X2	60%
—	—	NARGACUGA RAZOR	20%	NARGA RAZOR+	20%
—	—	NARGACUGA PELT+ X2	12%	NARGACUGA FUR X2	12%
—	—	NARGACUGA SCALE+	8%	NARGACUGA RAZOR X3	8%

BREAK PART—Tail

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	NARGACUGA TAILSPIKE X2	70%	NARGACUGA TAILSPEAR X2	70%
—	—	NARGACUGA PELT+	17%	NARGACUGA FUR	17%
—	—	NARGA MEDULLA	8%	NARGA MEDULLA	8%
—	—	NARGACUGA TAIL	5%	NARGACUGA LASH	5%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	NARGACUGA FANG+	20%	HVY NARGA FANG	23%
—	—	NARGACUGA PELT+	20%	NARGACUGA FUR	20%
—	—	NARGACUGA SCALE+	20%	NARGACUGA SHARD	20%
—	—	NARGACUGA RAZOR	15%	NARGA RAZOR+	15%
—	—	NARGACUGA TAIL	13%	NARGACUGA LASH	13%
—	—	NARGA MEDULLA	12%	NARGA MEDULLA	6%
—	—	—	—	NARGACUGA MANTLE	3%

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Green Nargacuga



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	60/65	60/65	65/70	20	10	15	25/30	15	100/120
NECK/BACK	35	35	30	15	5	5	15/20	10	—
BELLY	25	25	30	5	0	0	5	5	—
WING BLADE	20	20	20	25	5	10	35	15	—
FRONT LEG	24	24	25	5	5	5	10/15	10	—
BACK LEG	30	30	35	10/15	0	0	15/20	5	—
TAIL	35	30	25	5/10	0	0	10/15	10	—
TAIL TIP	20/25	20/25	20/30	25	5	10	30	10	—

HABITATS

D.ISLAND	2, 3, 5, 7 (START), 8 (REST)
S.PLAINS	—
F.FOREST	1, 2 (REST), 7 (START), 10
TUNDRA	—
VOLCANO	—
M.PEAKS	2, 5, 6 (START), 7, 8, 9 (REST)

SIZES

SMALL	<1570.25
BIG	>1874.69
KING	>1970.82

ANGER EFFECTS

ATTACK	++
DEFENSE	=
SPEED	++

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TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	MEDIUM	MEDIUM	SMALL	MEDIUM
SLEEP	SHORT	MEDIUM	LARGE	—
PARALYZE	MEDIUM	MEDIUM	LARGE	—
DIZZY	SHORT	HIGH	LARGE	—
FATIGUE	MEDIUM	MEDIUM	SMALL	—
EXPLOSIVES	—	MEDIUM	LARGE	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	MEDIUM	LARGE REEL
BODY	HIGH	SMALL REEL
LEFT WING BLADE	V.LOW	KNOCKDOWN
RIGHT WING BLADE	V.LOW	KNOCKDOWN
FRONT LEGS	MEDIUM	ALTERNATING SMALL REEL & KNOCKDOWN
LEFT BACK LEG	MEDIUM	KNOCKDOWN
RIGHT BACK LEG	MEDIUM	KNOCKDOWN
TAIL	MEDIUM	SMALL REEL

BREAKABLE PARTS

HEAD	DECREASE HEAD DURABILITY TO 0 TWICE
LEFT WING BLADE	DECREASE LEFT WING BLADE DURABILITY TO 0; ONLY RECEIVE REWARD FOR BREAKING ONE SIDE
RIGHT WING BLADE	DECREASE RIGHT WING BLADE DURABILITY TO 0; ONLY RECEIVE REWARD FOR BREAKING ONE SIDE
TAIL (BREAK)	DECREASE TAIL DURABILITY TO 0 TWICE
TAIL (CUT)	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPONS WHILE NARGACUGA IS IN ENRAGED OR FATIGUED

REWARD ITEMS

BODY CARVES—3 Times

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	G.NARGA SHARD	41%
—	—	—	—	G.NARGA DAPPLES	28%
—	—	—	—	HVY G.NARGA FANG	14%
—	—	—	—	G.NARGA RAZOR+	10%
—	—	—	—	NARGA MEDULLA	4%
—	—	—	—	NARGACUGA MANTLE	3%

TAIL CARVES—1 Time

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	NARGACUGA LASH	82%
—	—	—	—	G.NARGA TAILSPEAR	10%
—	—	—	—	NARGA MEDULLA	8%

TEARS (2 TIMES)—Attack with Sonic Bomb during rushing attack

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	LRG WYVERN TEAR	50%
—	—	—	—	WYVERN TEAR	25%
—	—	—	—	G.NARGA SHARD	23%
—	—	—	—	NARGACUGA MANTLE	2%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	G.NARGA DAPPLES	35%
—	—	—	—	G.NARGA SHARD	22%
—	—	—	—	HVY G.NARGA FANG	24%
—	—	—	—	NARGACUGA LASH	13%
—	—	—	—	NARGACUGA MANTLE	3%

BREAK PART—Head

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	HVY G.NARGA FANG X2	66%
—	—	—	—	G.NARGA SHARD X2	24%
—	—	—	—	NARGA MEDULLA	7%
—	—	—	—	NARGACUGA MANTLE	3%

BREAK PART—Wing Blade

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	G.NARGA RAZOR+ X2	64%
—	—	—	—	G.NARGA RAZOR+	24%
—	—	—	—	G.NARGA DAPPLES	12%

BREAK PART—Tail

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	G.NARG TAILSPEAR X2	65%
—	—	—	—	G.NARGA DAPPLES	17%
—	—	—	—	NARGACUGA LASH	10%
—	—	—	—	NARGA MEDULLA	8%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	HVY G.NARGA FANG	23%
—	—	—	—	G.NARGA DAPPLES	20%
—	—	—	—	G.NARGA SHARD	20%
—	—	—	—	G.NARGA RAZOR+	15%
—	—	—	—	NARGACUGA LASH	13%
—	—	—	—	NARGA MEDULLA	6%
—	—	—	—	NARGACUGA MANTLE	3%

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Lucent Nargacuga



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	20/27	20/27	20/27	5	10	20	0	15	100/130
NECK/BACK	25	25	25	5	10	15	0	10	—
BELLY	45	43	30	5	15	15	5	10	—
WING BLADE	20	20	20	10	10	20	0	15	—
FRONT LEG	23	23	23	5	5	15	5	10	—
BACK LEG	38	38	30	5	10	15	0	10	—
TAIL	43	45	40	5	10	20	5	10	—
TAIL TIP	60/76	55/69	60/65	5	10	10	5	10	—

HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	—
TUNDRA	—
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	<1884.3
BIG	>2249.62
KING	>2364.99

ANGER EFFECTS

ATTACK	++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	V.LONG	V.HIGH	SMALL	LOW
SLEEP	SHORT	MEDIUM	LARGE	—
PARALYZE	MEDIUM	MEDIUM	LARGE	—
DIZZY	SHORT	HIGH	LARGE	—
FATIGUE	SHORT	MEDIUM	SMALL	—
EXPLOSIVES	—	LOW	MEDIUM	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	MEDIUM	LARGE REEL
BODY	HIGH	SMALL REEL
LEFT WING BLADE	LOW	KNOCKDOWN
RIGHT WING BLADE	LOW	KNOCKDOWN
FRONT LEGS	HIGH	ALTERNATING SMALL REEL & KNOCKDOWN
LEFT BACK LEG	HIGH	KNOCKDOWN
RIGHT BACK LEG	HIGH	KNOCKDOWN
TAIL	HIGH	SMALL REEL

BREAKABLE PARTS

HEAD	DECREASE HEAD DURABILITY TO 0 TWICE
LEFT WING BLADE	DECREASE LEFT WING BLADE DURABILITY TO 0; ONLY RECEIVE REWARD FOR BREAKING ONE SIDE
RIGHT WING BLADE	DECREASE RIGHT WING BLADE DURABILITY TO 0; ONLY RECEIVE REWARD FOR BREAKING ONE SIDE
TAIL (BREAK)	DECREASE TAIL DURABILITY TO 0 TWICE
TAIL (CUT)	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPONS WHILE NARGACUGA IS IN ENRAGED OR FATIGUED

REWARD ITEMS

BODY CARVES—3 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	L.NARGA SHARD	41%
—	—	—	—	L.NARGA DAPPLES	28%
—	—	—	—	HVY L.NARGA FANG	14%
—	—	—	—	L.NARGA RAZOR	10%
—	—	—	—	NARGACUGA MANTLE	4%
—	—	—	—	CLOUDY MOONSHARD	2%

TAIL CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	NARGACUGA LASH	80%
—	—	—	—	L.NARGA DAPPLES	10%
—	—	—	—	L.NARG TAILSPEAR	10%

TEARS (2 TIMES)—Attack with Sonic Bomb during rushing attack

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	LRG WYVERN TEAR	70%
—	—	—	—	L.NARGA SHARD	25%
—	—	—	—	NARGACUGA MANTLE	3%
—	—	—	—	CLOUDY MOONSHARD	2%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	L.NARGA DAPPLES	35%
—	—	—	—	L.NARGA SHARD	24%
—	—	—	—	HVY L.NARGA FANG	23%
—	—	—	—	NARGACUGA LASH	13%
—	—	—	—	NARGACUGA MANTLE	3%
—	—	—	—	CLOUDY MOONSHARD	2%

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Lucent Nargacuga (continued)

BREAK PART—HEAD

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	HVY L.NARGA FANG X2	68%
—	—	—	—	L.NARGA SHARD X2	25%
—	—	—	—	NARGACUGA MANTLE	4%
—	—	—	—	CLOUDY MOONSHARD	3%

BREAK PART—TAIL

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	L.NARG TAILSPEAR X2	65%
—	—	—	—	L.NARGA DAPPLES	17%
—	—	—	—	NARGACUGA LASH	10%
—	—	—	—	NARGA MEDULLA	8%

BREAK PART—WING BLADE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	L.NARGA RAZOR+ X2	64%
—	—	—	—	L.NARGA RAZOR	24%
—	—	—	—	L.NARGA DAPPLES	12%

Nibelsnarf



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	24	26	20	0	15	15	10	5	100
NOSE	45	45	50	0	10	30	15	5	100
GILLS	45	45	50	0	10	15	15	5	—
MOUTH	60	60	60	0	10	10	10	5	—
BODY/TAIL	26/31	24/29	24/29	0	10	15	15	5	—
BELLY	36/50	30/50	30/40	0	10	20	25	5	—
BACK	36/41	30/35	40/45	0	15	20	15	5	—
LEG	30	30	30	0	5	10	10	5	—

HABITATS

D.ISLAND	—
S.PLAINS	8, 9 (START), 10, 11 (REST)
F.FOREST	—
TUNDRA	—
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	<1836.45
BIG	>2346.57
KING	>2509.81

ANGER EFFECTS

ATTACK	++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	V.LONG	MEDIUM	MEDIUM	HIGH
SLEEP	MEDIUM	MEDIUM	LARGE	—
PARALYZE	MEDIUM	MEDIUM	LARGE	—
DIZZY	SHORT	HIGH	LARGE	—
FATIGUE	LONG	MEDIMU	LARGE	—
EXPLOSIVES	—	LOW	MEDIUM	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	MEDIUM	ALTERNATING LARGE REEL AND OPEN MOUTH
MOUTH	MEDIUM	OPEN MOUTH
GILLS	LOW	SMALL REEL
BODY	HIGH	SMALL REEL
LEFT FRONT LEG	MEDIUM	KNOCKDOWN
RIGHT FRONT LEG	MEDIUM	KNOCKDOWN
LEFT BACK LEG	LOW	KNOCKDOWN
RIGHT BACK LEG	LOW	KNOCKDOWN

BREAKABLE PARTS

GILLS	DECREASE GILLS DURABILITY TO 0
LEFT FRONT LEGS	DECREASE LEFT FRONT LEG DURABILITY TO 0. DESTROY BOTH FOR REWARD.
RIGHT FRONT LEGS	DECREASE RIGHT FRONT LEG DURABILITY TO 0. DESTROY BOTH FOR REWARD.
MOUTH	DECREASE MOUTH DURABILITY TO 0.

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Nibelsnarf (continued)

REWARD ITEMS

BODY CARVES—3 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
NIBELSNARF SHELL	50%	NIBEL CARAPACE	48%	NIBEL CORTEX	42%
NIBELSNARF HIDE	30%	NIBELSNARF HIDE+	25%	NIBELSNARF PIEL	30%
VIVID FLUID	15%	BRILLIANT FLUID	12%	DAZZLING FLUID	15%
NIBELSNARF SCALP	5%	NIBELSNARF SCALP	10%	NIBELSNARF HIDE+	8%
—	—	NIBELSNARF HIDE	5%	NIBELSNARF SCALP	5%

TEARS (2 TIMES)—FISH OUT OF THE SAND

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
WYVERN TEAR	75%	WYVERN TEAR	38%	LRG WYVERN TEAR	45%
VIVID FLUID	25%	LRG WYVERN TEAR	37%	DAZZLING FLUID	25%
—	—	BRILLIANT FLUID	20%	WYVERN TEAR	25%
—	—	VIVID FLUID	5%	BRILLIANT FLUID	5%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
NIBELSNARF HIDE	45%	NIBELSNARF HIDE+	42%	NIBELSNARF PIEL	42%
VIVID FLUID	25%	NIBELSNARF CLAW+	23%	NIBELSNARF TALON	23%
NIBELSNARF CLAW	23%	BRILLIANT FLUID	20%	DAZZLING FLUID	20%
NIBELSNARF SCALP	7%	NIBELSNARF SCALP	10%	NIBELSNARF SCALP	10%
—	—	VIVID FLUID X2	5%	BRILLIANT FLUID X2	5%

BREAK PART—GILLS

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
VIVID FLUID	70%	BRILLIANT FLUID	65%	DAZZLING FLUID	65%
NIBELSNARF SHELL X2	20%	NIBEL CARAPACE X2	15%	NIBEL CORTEX X2	15%
NIBELSNARF SCALP	10%	NIBELSNARF SCALP	15%	NIBELSNARF SCALP	10%
—	—	VIVID FLUID X2	5%	BRILLIANT FLUID X2	5%

BREAK PART—FRONT LEGS

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
NIBELSNARF CLAW	70%	NIBELSNARF CLAW+	65%	NIBELSNARF TALON	65%
NIBELSNARF HIDE	30%	NIBELSNARF HIDE+	25%	NIBELSNARF PIEL	25%
—	—	NIBELSNARF CLAW X2	10%	NIBELSNARF CLAW+ X2	10%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	NIBELSNARF HIDE+	35%	NIBELSNARF PIEL	35%
—	—	NIBELSNARF CLAW+	23%	DAZZLING FLUID	24%
—	—	BRILLIANT FLUID	22%	NIBELSNARF TALON	23%
—	—	NIBELSNARF SCALP	14%	NIBELSNARF SCALP	10%
—	—	VIVID FLUID X2	6%	BRILLIANT FLUID X2	8%

Plesioth



HABITATS

D.ISLAND	10 (START), 11 (REST)
S.PLAINS	—
F.FOREST	1, 3, 4, 5 (START), 8
TUNDRA	—
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	<2013.48
BIG	>2572.78
KING	>2751.76

ANGER EFFECTS

ATTACK	+++
DEFENSE	-
SPEED	++

DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	45	50	30	15	0	5	20	5	100
NECK	30	30	35	15	0	5	25	5	—
BELLY	50	45	50	20	0	5	20	5	—
BACK	22	22	25	20	0	5	25	5	—
WING	25	25	30	25	0	5	25	5	—
LEG	32	38	35	15	0	5	15	5	—
TAIL	30	24	45	20	0	5	25	5	—

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	V.LONG	LOW	SMALL	HIGH
SLEEP	MEDIUM	MEDIUM	MEDIUM	—
PARALYZE	MEDIUM	LOW	SMALL	—
DIZZY	SHORT	HIGH	SMALL	—
FATIGUE	V.LONG	MEDIUM	LARGE	—
EXPLOSIVES	—	LOW	MEDIUM	LOW

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Plesioth (continued)

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	LOW	LARGE REEL
NECK	MEDIUM	SMALL REEL
BODY	HIGH	LARGE REEL
LEFT WING	LOW	SMALL REEL/ALTERNATING LARGE REEL & KNOCKDOWN
RIGHT WING	LOW	SMALL REEL/ALTERNATING LARGE REEL & KNOCKDOWN
LEFT LEG	HIGH	ALTERNATING LARGE REEL & KNOCKDOWN/SMALL REEL
RIGHT LEG	HIGH	ALTERNATING LARGE REEL & KNOCKDOWN/SMALL REEL
TAIL	MEDIUM	SMALL REAL

BREAKABLE PARTS

HEAD	DECREASE HEAD DURABILITY TO 0 TWICE
FIN	DECREASE BODY DURABILITY TO 0 TWICE
RIGHT WING	DECREASE RIGHT WING DURABILITY TO 0 TWICE
LEFT WING	DECREASE LEFT WING DURABILITY TO 0 TWICE

REWARD ITEMS

BODY CARVES—4 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	PLESIOTH SCALE+	30%	PLESIOTH SHARD	60%
—	—	PLESIOTH FANG+	18%	HVY PLESIO FANG	18%
—	—	PLESIOTH FIN+	12%	FINE PLESIO FIN	12%
—	—	PLESIOTH HEAD	6%	UBER PLESIO HEAD	6%
—	—	WYVERN STONE	5%	LRG WYVERN STONE	4%

TEARS (1 TIME)—Fish out of water with Frog; Hit in the Belly with a Fishing Harpoon underwater; Hit with Sonic Bomb while rushing towards you (40%)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
—	—	LRG WYVERN TEAR	37%	WYVERN TEAR	25%
—	—	PLESIOTH SCALE+	15%	PLESIOTH SHARD	15%
—	—	PLESIOTH FIN+	10%	FINE PLESIO FIN	10%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	PLESIOTH SCALE+	30%	PLESIOTH SHARD	30%
—	—	PLESIOTH FIN+	23%	FINE PLESIO FIN	23%
—	—	WYVERN FANG X8	17%	PLESIOTH FANG+ X2	17%
—	—	PLESIOTH WEBBING	15%	HRD PLES WEBBING	15%
—	—	PLESIOTH HEAD	12%	UBER PLESIO HEAD	12%
—	—	WYVERN STONE	3%	LRG WYVERN STONE	3%

BREAK PART—HEAD

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	PLESIOTH FANG+	58%	HVY PLESIO FANG	58%
—	—	PLESIOTH HEAD	28%	UBER PLESIO HEAD	28%
—	—	PLESIOTH FIN+	8%	FINE PLESIO FIN	8%
—	—	PLESIOTH SCALE+	6%	PLESIOTH SHARD	6%

BREAK PART—WING

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	PLESIOTH WEBBING	65%	HRD PLES WEBBING	65%
—	—	PLESIOTH SCALE+	20%	PLESIOTH SHARD	20%
—	—	PLESIOTH FIN+	15%	FINE PLESIO FIN	15%

BREAK PART—FIN

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	PLESIOTH FIN+	75%	FINE PLESIO FIN	75%
—	—	PLESIOTH SCALE+	25%	PLESIOTH SHARD	25%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	PLESIOTH FIN+	29%	FINE PLESIO FIN	29%
—	—	PLESIOTH SCALE+	23%	PLESIOTH SHARD	23%
—	—	PLESIOTH HEAD	18%	UBER PLESIO HEAD	18%
—	—	PLESIOTH WEBBING	15%	HRD PLES WEBBING	15%
—	—	WYVERN FANG X8	10%	PLESIOTH FANG+ X2	10%
—	—	WYVERN STONE	5%	LRG WYVERN STONE	5%

Green Plesioth



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	40	45	40	15	0	5	20	5	100
NECK	30	30	35	15	0	5	25	5	—
BELLY	45	50	45	20	0	5	20	5	—
BACK	22	22	25	20	0	5	25	5	—
WING	25	25	30	25	0	5	25	5	—
LEG	32	38	35	15	0	5	15	5	—
TAIL	45	24	35	20	0	5	25	5	—

HABITATS

D.ISLAND	10 (START), 11 (REST)
S.PLAINS	—
F.FOREST	1, 3, 4, 5 (START), 8
TUNDRA	—
VOLCANO	—
M.PEAKS	—

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Green Plesioth (continued)

SIZES

SMALL	<2192.46
BIG	>2617.52
KING	>2751.76

ANGER EFFECTS

ATTACK	+++
DEFENSE	-
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	V.LONG	LOW	SMALL	HIGH
SLEEP	MEDIUM	MEDIUM	MEDIUM	—
PARALYZE	MEDIUM	LOW	SMALL	—
DIZZY	SHORT	HIGH	SMALL	—
FATIGUE	V.LONG	MEDIUM	LARGE	—
EXPLOSIVES	—	HIGH	LARGE	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	LOW	LARGE REEL
NECK	MEDIUM	SMALL REEL
BODY	HIGH	LARGE REEL
LEFT WING	LOW	SMALL REEL/ALTERNATING LARGE REEL & KNOCKDOWN
RIGHT WING	LOW	SMALL REEL/ALTERNATING LARGE REEL & KNOCKDOWN
LEFT LEG	HIGH	ALTERNATING LARGE REEL & KNOCKDOWN/SMALL REEL
RIGHT LEG	HIGH	ALTERNATING LARGE REEL & KNOCKDOWN/SMALL REEL
TAIL	MEDIUM	SMALL REEL

BREAKABLE PARTS

HEAD	DECREASE HEAD DURABILITY TO 0 TWICE
FIN	DECREASE BODY DURABILITY TO 0 TWICE
RIGHT WING	DECREASE RIGHT WING DURABILITY TO 0 TWICE
LEFT WING	DECREASE LEFT WING DURABILITY TO 0 TWICE

REWARD ITEMS

BODY CARVES—4 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	G.PLESIO SHARD	55%
—	—	—	—	HVY PLESIO FANG	20%
—	—	—	—	FINE G.PLESI FIN	12%
—	—	—	—	UBER PLESIO HEAD	8%
—	—	—	—	LRG WYVERN STONE	5%

TEARS (1 TIME)—Fish out of water with Frog; Hit in the Belly with a Fishing Harpoon underwater; Hit with Sonic Bomb while rushing towards you (40%)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	LRG WYVERN TEAR	50%
—	—	—	—	WYVERN TEAR	25%
—	—	—	—	G.PLESIO SHARD	15%
—	—	—	—	FINE G.PLESI FIN	10%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	G.PLESIO SHARD	30%
—	—	—	—	FINE G.PLESI FIN	23%
—	—	—	—	PLESIOTH FANG+ X2	15%
—	—	—	—	HRD PLES WEBBING	15%
—	—	—	—	UBER PLESIO HEAD	13%
—	—	—	—	LRG WYVERN STONE	4%

BREAK PART—HEAD

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	HVY PLESIO FANG	58%
—	—	—	—	UBER PLESIO HEAD	28%
—	—	—	—	FINE G.PLESI FIN	8%
—	—	—	—	G.PLESIO SHARD	6%

BREAK PART—WING

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	HRD PLES WEBBING	65%
—	—	—	—	G.PLESIO SHARD	20%
—	—	—	—	FINE G.PLESI FIN	15%

BREAK PART—FIN

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	FINE G.PLESI FIN	75%
—	—	—	—	G.PLESIO SHARD	25%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	FINE G.PLESI FIN	29%
—	—	—	—	G.PLESIO SHARD	23%
—	—	—	—	UBER PLESIO HEAD	19%
—	—	—	—	HRD PLES WEBBING	15%
—	—	—	—	PLESIOTH FANG+ X2	8%
—	—	—	—	LRG WYVERN STONE	6%

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Qurupeco



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	70	90	60	10	25	35	15	5	100
BREAST	60	55	70	5	15	20	10	0	—
BODY	60	50	50	5	15	15	10	0	—
WING (FLINTSTONE)	24	24	30	10	25	35	15	0	—
WING (INSIDE)	40	40	30	5	10	15	5	10	—
WING (OUTSIDE)	36	36	30	5	10	15	5	10	—
LEG	40	40	40	5	10	15	10	0	—
TAIL	40	30	30	5	15	20	10	10	—

HABITATS

D.ISLAND	2, 5, 7 (START), 8 (REST), 9, 10
S.PLAINS	2, 3, 4 (START), 7 (REST), 8
F.FOREST	—
TUNDRA	—
VOLCANO	—
M.PEAKS	4, 5, 6 (START), 7, 9 (REST)

SIZES

SMALL	<781.47
BIG	>998.54
KING	>1068

ANGER EFFECTS

ATTACK	+++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	LONG	MEDIUM	MEDIUM	MEDIUM
SLEEP	MEDIUM	MEDIUM	MEDIUM	—
PARALYZE	MEDIUM	MEDIUM	MEDIUM	—
DIZZY	SHORT	MEDIUM	MEDIUM	—
FATIGUE	V.LONG	LOW	SMALL	—
EXPLOSIVES	—	HIGH	LARGE	LOW

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	LOW	SMALL REEL
BREAST	V.LOW	KNOCKDOWN
BODY	MEDIUM	SMALL REEL
LEFT WING	LOW	LARGE REEL
RIGHT WING	LOW	LARGE REEL
LEFT LEG	MEDIUM	KNOCKDOWN
RIGHT LEG	MEDIUM	KNOCKDOWN
TAIL	LOW	LARGE REEL

BREAKABLE PARTS

BEAK	DECREASE HEAD DURABILITY TO 0 THREE TIMES
LEFT FLINTSTONE	DECREASE WING DURABILITY TO 0; ONLY REWARDED FOR ONE WING
RIGHT FLINTSTONE	DECREASE WING DURABILITY TO 0; ONLY REWARDED FOR ONE WING

REWARD ITEMS

BODY CARVES—3 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
QURUPECO SCALE	45%	QURUPECO SCALE+	40%	QURUPECO SHARD	45%
QURUPECO FEATHER	32%	QURUPECO WING	32%	PECO FELLWING	32%
MONSTER BONE M	12%	VIVID FEATHER	16%	MONSTER SLOGBONE	12%
VIVID FEATHER	9%	MONSTER KEENBONE	10%	LUSTROUS FEATHER	9%
STRANGE BEAK	2%	WONDERFUL BEAK	2%	ALLURING BEAK	2%

TEARS—Damage during Monster Call or Sing

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
WYVERN TEAR	75%	WYVERN TEAR	38%	LRG WYVERN TEAR	42%
QURUPECO SCALE	18%	LRG WYVERN TEAR	37%	WYVERN TEAR	25%
VIVID FEATHER	7%	QURUPECO SCALE+	15%	QURUPECO SHARD	21%
—	—	VIVID FEATHER	10%	LUSTROUS FEATHER	12%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
QURUPECO FEATHER	28%	QURUPECO WING	24%	PECO FELLWING	24%
SCREAMER X2	25%	SCREAMER X2	20%	QUALITY FLINT	20%
FLINTSTONE	20%	FLINTSTONE	20%	SCREAMER X4	19%
VIVID FEATHER	12%	VIVID FEATHER	15%	LUSTROUS FEATHER	15%
MONSTER BONE M X2	10%	QURUPECO SCALE+ X2	10%	QURUPECO SHARD X2	10%
STRANGE BEAK	5%	WONDERFUL BEAK	9%	ALLURING BEAK	9%
—	—	WYVERN STONE	2%	LRG WYVERN STONE	3%

BREAK PART—BEAK

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
STRANGE BEAK	75%	WONDERFUL BEAK	55%	ALLURING BEAK	60%
SCREAMER X2	25%	SCREAMER X2	25%	WONDERFUL BEAK	20%
—	—	STRANGE BEAK	20%	SCREAMER X4	20%

BREAK PART—FLINTSTONE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
FLINTSTONE	50%	QURUPECO WING	43%	PECO FELLWING	43%
QURUPECO FEATHER	40%	FLINTSTONE	30%	QUALITY FLINT	35%
VIVID FEATHER	10%	VIVID FEATHER	19%	LUSTROUS FEATHER	19%
—	—	FLINTSTONE X2	5%	LRG WYVERN STONE	3%
—	—	WYVERN STONE	3%	—	—

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	QURUPECO WING	25%	PECO FELLWING	25%
—	—	FLINTSTONE	18%	QUALITY FLINT	18%
—	—	SCREAMER X2	17%	SCREAMER X4	16%
—	—	VIVID FEATHER	15%	LUSTROUS FEATHER	15%
—	—	QURUPECO SCALE+ X2	11%	QURUPECO SHARD X2	11%
—	—	WONDERFUL BEAK	11%	ALLURING BEAK	11%
—	—	WYVERN STONE	3%	LRG WYVERN STONE	4%

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Crimson Qurupeco



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	60	70	60	20	10	30	0	5	100
BREAST	50	40	70	15	5	20	0	0	—
BODY	50	40	40	10	5	15	0	0	—
WING (FLINTSTONE)	21	21	30	15	15	30	0	0	—
WING (INSIDE)	40	40	30	10	5	15	0	10	—
WING (OUTSIDE)	35	35	30	10	5	15	0	10	—
LEG	40	40	40	10	5	10	0	0	—
TAIL	40	30	30	15	15	20	0	10	—

HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	1, 2, 4, 7 (START), 9, 10 (REST)
TUNDRA	—
VOLCANO	1, 2, 3 (REST), 4, 6 (START), 8
M.PEAKS	—

SIZES

SMALL	<850.93
BIG	>1015.91
KING	>1068

ANGER EFFECTS

ATTACK	+++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	LONG	MEDIUM	MEDIUM	MEDIUM
SLEEP	MEDIUM	MEDIUM	MEDIUM	—
PARALYZE	MEDIUM	MEDIUM	MEDIUM	—
DIZZY	SHORT	HIGH	MEDIUM	—
FATIGUE	V.LONG	LOW	SMALL	—
EXPLOSIVES	—	HIGH	LARGE	LOW

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	MEDIUM	SMALL REEL
BREAST	LOW	KNOCKDOWN
BODY	MEDIUM	SMALL REEL
LEFT WING	MEDIUM	LARGE REEL
RIGHT WING	MEDIUM	LARGE REEL
LEFT LEG	MEDIUM	KNOCKDOWN
RIGHT LEG	MEDIUM	KNOCKDOWN
TAIL	LOW	LARGE REEL

BREAKABLE PARTS

BEAK	DECREASE HEAD DURABILITY TO 0 THREE TIMES
LEFT VOLTSTONE	DECREASE WING DURABILITY TO 0; ONLY REWARDED FOR ONE WING
RIGHT VOLTSTONE	DECREASE WING DURABILITY TO 0; ONLY REWARDED FOR ONE WING

REWARD ITEMS

BODY CARVES—3 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	C.PECO SCALE+	40%	C.PECO SHARD	42%
—	—	C.PECO WING	32%	C.PECO FELLWING	32%
—	—	VIVID FEATHER	16%	LUSTROUS FEATHER	13%
—	—	MONSTER KEENBONE	10%	MONSTER SLOGBONE	10%
—	—	WONDERFUL BEAK	2%	ALLURING BEAK	3%

TEARS—Damage during Monster Call or Sing

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	WYVERN TEAR	38%	LRG WYVERN TEAR	42%
—	—	LRG WYVERN TEAR	37%	WYVERN TEAR	25%
—	—	C.PECO SCALE+	15%	C.PECO SHARD	21%
—	—	VIVID FEATHER	10%	LUSTROUS FEATHER	12%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	C.PECO WING	23%	C.PECO FELLWING	24%
—	—	VOLTSTONE	21%	HIGH VOLTSTONE	21%
—	—	SCREAMER X2	20%	SCREAMER X4	17%
—	—	C.PECO SCALE+ X2	15%	C.PECO SHARD X2	15%
—	—	VIVID FEATHER	10%	LUSTROUS FEATHER	10%
—	—	WONDERFUL BEAK	9%	ALLURING BEAK	9%
—	—	WYVERN STONE	2%	LRG WYVERN STONE	4%

BREAK PART—BEAK

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	WONDERFUL BEAK	55%	ALLURING BEAK	60%
—	—	SCREAMER X2	25%	WONDERFUL BEAK	20%
—	—	STRANGE BEAK	20%	SCREAMER X4	20%

BREAK PART—VOLTSTONE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	VOLTSTONE	60%	HIGH VOLTSTONE	60%
—	—	C.PECO WING	27%	C.PECO FELLWING	27%
—	—	VIVID FEATHER	10%	LUSTROUS FEATHER	10%
—	—	WYVERN STONE	3%	LRG WYVERN STONE	3%

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Rathalos



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	75	70	60	0	15	15	20	35	100
NECK	44	40	20	0	10	10	15	20	—
BELLY	44	40	15	0	5	5	20	10	—
BACK	25	30	20	15	10	10	15	25	—
WING	25	20	25	0	10	10	15	20	—
LEG	30	25	45	0	5	5	10	10	—
TAIL	30	30	25	0	5	5	10	25	—

HABITATS

D.ISLAND	2, 3, 5, 7, 8 (START)
S.PLAINS	—
F.FOREST	—
TUNDRA	—
VOLCANO	1, 2, 3 (START), 4, 6 (REST), 8
M.PEAKS	—

SIZES

SMALL	<1543.23
BIG	>1971.90
KING	>2109.08

ANGER EFFECTS

ATTACK	+++++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	MEDIUM	MEDIUM	MEDIUM	LOW
SLEEP	MEDIUM	MEDIUM	MEDIUM	—
PARALYZE	MEDIUM	MEDIUM	MEDIUM	—
DIZZY	SHORT	HIGH	LARGE	—
FATIGUE	V.LONG	MEDIUM	SMALL	—
EXPLOSIVES	—	MEDIUM	LARGE	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	MEDIUM	SMALL REEL
NECK	V.LOW	SMALL REEL
BODY	MEDIUM	SMALL REEL
LEFT WING	LOW	LARGE REEL
RIGHT WING	LOW	LARGE REEL
LEFT LEG	MEDIUM	KNOCKDOWN
RIGHT LEG	MEDIUM	KNOCKDOWN
TAIL	LOW	LARGE REEL

BREAKABLE PARTS

HEAD	DECREASE HEAD DURABILITY TO 0
LEFT WING	DECREASE WING DURABILITY TO 0; ONLY REWARDED FOR ONE WING
RIGHT WING	DECREASE WING DURABILITY TO 0; ONLY REWARDED FOR ONE WING
TAIL	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPONS

REWARD ITEMS

BODY CARVES—3 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
RATHALOS SCALE	40%	RATHALOS SCALE+	38%	RATHALOS SHARD	39%
RATHALOS SHELL	28%	RATHALOS CARAPACE	29%	RATHALOS CORTEX	28%
RATHALOS WEBBING	19%	INFERNO SAC	15%	RATHALOS FELLWING	16%
FLAME SAC	8%	RATHALOS WING	13%	CONFLAGRANT SAC	13%
RATH MARROW	5%	RATH MEDULLA	5%	RATH MEDULLA	4%

TAIL CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
RATHALOS TAIL	60%	RATHALOS TAIL	48%	RATHALOS LASH	57%
RATHALOS SCALE	20%	RATHALOS SCALE+	22%	RATHALOS SHARD	20%
RATH MARROW	17%	RATH MEDULLA	10%	RATH MEDULLA	16%
RATHALOS PLATE	3%	RATHALOS PLATE	10%	RATHALOS RUBY	5%
—	—	RATHALOS SCALE	7%	RATHALOS MANTLE	2%
—	—	RATHALOS RUBY	3%	—	—

TEARS (2 TIMES)—Knockdown while eating/Interrupt pinning attack

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
WYVERN TEAR	74%	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
RATHALOS SCALE	24%	LRG WYVERN TEAR	37%	WYVERN TEAR	25%
RATHALOS PLATE	2%	RATHALOS SCALE+	23%	RATHALOS SHARD	24%
—	—	RATHALOS RUBY	2%	RATHALOS MANTLE	1%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
RATHALOS SHELL	42%	RATHALOS CARAPACE	38%	RATHALOS CORTEX	34%
RATHALOS WEBBING	29%	RATHALOS WEBBING X2	18%	RATHALOS SHARD	19%
RATH MARROW	18%	RATH MARROW	16%	RATHALOS FELLWING	13%
RATHALOS TAIL	9%	RATHALOS TAIL	12%	RATHALOS LASH	12%
RATHALOS PLATE	2%	RATH MEDULLA	8%	RATH MEDULLA X2	10%
—	—	RATHALOS PLATE	5%	RATHALOS RUBY	5%
—	—	RATHALOS RUBY	3%	RATHALOS MANTLE	2%

BREAK PART—HEAD

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
RATHALOS SCALE	66%	RATHALOS SCALE+	57%	RATHALOS SHARD	57%
RATHALOS SHELL	30%	RATHALOS CARAPACE	25%	RATHALOS CORTEX	28%
RATHALOS PLATE	4%	RATHALOS SHELL X2	8%	RATHALOS CARAPACE X2	8%
—	—	RATHALOS PLATE	6%	RATHALOS RUBY	5%
—	—	RATHALOS RUBY	4%	RATHALOS MANTLE	2%

BREAK PART—WING

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
RATH TALON	70%	RATH TALON X2	60%	RATH RIPPER	65%
RATHALOS WEBBING	15%	RATHALOS WING	25%	RATHALOS FELLWING	25%
WYVERN CLAW X4	15%	WYVERN CLAW X5	15%	WYVERN CLAW X10	10%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	INFERNO SAC	25%	RATHALOS FELLWING	25%
—	—	RATHALOS CARAPACE	20%	RATHALOS SHARD	20%
—	—	RATHALOS SCALE+	20%	RATHALOS CORTEX	20%
—	—	RATH MEDULLA	13%	RATHALOS LASH	20%
—	—	RATHALOS WEBBING X2	10%	RATH MEDULLA	6%
—	—	RATHALOS PLATE	8%	RATHALOS RUBY	6%
—	—	RATHALOS RUBY	4%	RATHALOS MANTLE	3%

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Azure Rathalos



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	70	65	55	0	10	15	10	20	100
NECK	45	40	30	0	10	15	10	20	—
BELLY	45	40	70	0	10	15	10	10	—
BACK	20	25	30	10	15	20	15	20	—
WING	25	20	25	0	10	15	10	15	—
LEG	28	25	28	0	15	20	15	30	—
TAIL	23	23	20	0	5	5	5	20	—
TAIL TIP	30	30	25	0	5	5	5	20	—

HABITATS

D.ISLAND	2, 3, 5, 7, 8 (START)
S.PLAINS	—
F.FOREST	—
TUNDRA	—
VOLCANO	1, 2, 3 (START), 4, 6 (REST), 8
M.PEAKS	—

SIZES

SMALL	<1680.40
BIG	>2006.19
KING	>2109.08

ANGER EFFECTS

ATTACK	++++
DEFENSE	--
SPEED	+++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	MEDIUM	MEDIUM	MEDIUM	LOW
SLEEP	MEDIUM	MEDIUM	MEDIUM	—
PARALYZE	MEDIUM	MEDIUM	LARGE	—
DIZZY	SHORT	MEDIUM	LARGE	—
FATIGUE	V.LONG	MEDIUM	LARGE	—
EXPLOSIVES	—	MEDIUM	LARGE	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	MEDIUM	SMALL REEL
NECK	V.LOW	SMALL REEL
BODY	MEDIUM	SMALL REEL
LEFT WING	LOW	LARGE REEL
RIGHT WING	LOW	LARGE REEL
LEFT LEG	MEDIUM	KNOCKDOWN
RIGHT LEG	MEDIUM	KNOCKDOWN
TAIL	LOW	LARGE REEL

BREAKABLE PARTS

HEAD	DECREASE HEAD DURABILITY TO 0
LEFT WING	DECREASE WING DURABILITY TO 0; ONLY REWARDED FOR ONE WING
RIGHT WING	DECREASE WING DURABILITY TO 0; ONLY REWARDED FOR ONE WING
TAIL	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPONS

REWARD ITEMS

BODY CARVES—3 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	A.RATH SCALE+	38%	A.RATHALOS SHARD	39%
—	—	A.RATH CARAPACE	28%	A.RATHALOS CORTEX	28%
—	—	INFERNO SAC	15%	RATHALOS FELLWING	16%
—	—	A.RATHALOS WING	13%	CONFLAGRANT SAC	14%
—	—	RATH MEDULLA	6%	RATH MEDULLA	3%

TAIL CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	A.RATHALOS TAIL	48%	A.RATHALOS LASH	57%
—	—	A.RATH SCALE+	22%	A.RATHALOS SHARD	21%
—	—	RATH MEDULLA	11%	RATH MEDULLA	10%
—	—	RATHALOS PLATE	10%	RATHALOS RUBY	6%
—	—	RATHALOS RUBY	4%	RATHALOS MANTLE	3%

TEARS (2 TIMES)—Knockdown while eating/Interrupt pinning attack

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
—	—	LRG WYVERN TEAR	37%	WYVERN TEAR	25%
—	—	A.RATH SCALE+	23%	A.RATHALOS SHARD	23%
—	—	RATHALOS RUBY	2%	RATHALOS MANTLE	2%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	A.RATH CARAPACE	38%	A.RATHALOS SHARD	34%
—	—	A.RATHALOS WING	18%	A.RATHALOS CORTEX	19%
—	—	RATH MEDULLA	13%	A.RATHALOS LASH	15%
—	—	A.RATHALOS TAIL	12%	RATHALOS FELLWING	13%
—	—	RATH MARROW	10%	RATH MEDULLA X2	10%
—	—	RATHALOS PLATE	5%	RATHALOS RUBY	6%
—	—	RATHALOS RUBY	4%	RATHALOS MANTLE	3%

BREAK PART—HEAD

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	A.RATH SCALE+	60%	A.RATHALOS SHARD	60%
—	—	A.RATH CARAPACE	30%	A.RATHALOS CORTEX	32%
—	—	RATHALOS PLATE	6%	RATHALOS RUBY	6%
—	—	RATHALOS RUBY	4%	RATHALOS MANTLE	2%

BREAK PART—WING

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	RATH TALON X2	60%	RATH RIPPER	65%
—	—	A.RATHALOS WING	25%	RATHALOS FELLWING	30%
—	—	WYVERN CLAW X5	15%	WYVERN CLAW X10	5%

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Silver Rathalos

DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	12	19	15	0	30	10	20	0	100
NECK	24	24	18	0	20	5	15	0	—
BELLY	25	30	30	5	15	10	10	0	—
BACK	55	50	30	5	20	5	15	0	—
WING	44	44	25	0	25	10	15	0	—
LEG	35	35	45	0	10	5	10	0	—
TAIL	21	18	15	0	10	5	5	0	—
TAIL TIP	24	24	22	0	10	5	10	0	—

HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	—
TUNDRA	—
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	<1680.40
BIG	>2006.19
KING	>2109.08

ANGER EFFECTS

ATTACK	+++++
DEFENSE	-
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	MEDIUM	MEDIUM	MEDIUM	LOW
SLEEP	MEDIUM	MEDIUM	MEDIUM	—
PARALYZE	MEDIUM	MEDIUM	MEDIUM	—
DIZZY	SHORT	MEDIUM	LARGE	—
FATIGUE	V.SHORT	MEDIUM	LARGE	—
EXPLOSIVES	—	MEDIUM	LARGE	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	MEDIUM	SMALL REEL
NECK	MEDIUM	SMALL REEL
BODY	MEDIUM	SMALL REEL
LEFT WING	LOW	LARGE REEL
RIGHT WING	LOW	LARGE REEL
LEFT LEG	MEDIUM	KNOCKDOWN
RIGHT LEG	MEDIUM	KNOCKDOWN
TAIL	LOW	LARGE REEL

BREAKABLE PARTS

HEAD	DECREASE HEAD DURABILITY TO 0
LEFT WING	DECREASE WING DURABILITY TO 0; ONLY REWARDED FOR ONE WING
RIGHT WING	DECREASE WING DURABILITY TO 0; ONLY REWARDED FOR ONE WING
TAIL	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPONS

REWARD ITEMS

BODY CARVES—3 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	S.RATHALOS SHARD	39%
—	—	—	—	S.RATH CORTEX	28%
—	—	—	—	RATH GLEEM	12%
—	—	—	—	CONFLAGRANT SAC	11%
—	—	—	—	RATHALOS FELLWING	10%

TAIL CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	S.RATHALOS LASH	60%
—	—	—	—	S.RATHALOS SHARD	15%
—	—	—	—	S.RATH CORTEX	13%
—	—	—	—	RATHALOS RUBY	8%
—	—	—	—	RATHALOS MANTLE	4%

TEARS (2 TIMES)—Interrupt pinning attack

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	LRG WYVERN TEAR	60%
—	—	—	—	S.RATHALOS SHARD	20%
—	—	—	—	RATH GLEEM	17%
—	—	—	—	RATHALOS MANTLE	3%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	S.RATHALOS SHARD	38%
—	—	—	—	S.RATH CORTEX	19%
—	—	—	—	RATH GLEEM	18%
—	—	—	—	S.RATHALOS LASH	15%
—	—	—	—	RATHALOS RUBY	6%
—	—	—	—	RATHALOS MANTLE	4%

BREAK PART—HEAD

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	S.RATHALOS SHARD	60%
—	—	—	—	S.RATH CORTEX	31%
—	—	—	—	RATHALOS RUBY	6%
—	—	—	—	RATHALOS MANTLE	3%

BREAK PART—WING

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	RATH RIPPER	65%
—	—	—	—	RATHALOS FELLWING	25%
—	—	—	—	S.RATHALOS SHARD	10%

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Rathian



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	90	80	70	0	15	15	20	35	100
NECK	40	40	40	0	10	10	15	20	—
BELLY	60	55	45	0	5	5	20	10	—
BACK	24	30	30	15	10	10	15	25	—
WING	24	20	25	0	10	10	15	20	—
LEG	44	40	45	0	5	5	10	10	—
TAIL	30	30	25	0	5	5	10	25	—

HABITATS

D.ISLAND	2, 3, 5, 7, 8 (START)
S.PLAINS	1, 2, 3, 4 (START), 8, 9, 10, 11 (REST)
F.FOREST	1, 2 (START), 4, 7, 9, 10 (REST)
TUNDRA	—
VOLCANO	—
M.PEAKS	2, 4, 5, 6, 7, 8 (START), 9

SIZES

SMALL	<1488.33
BIG	>1901.75
KING	>2034.05

ANGER EFFECTS

ATTACK	+++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	MEDIUM	MEDIUM	MEDIUM	LOW
SLEEP	MEDIUM	MEDIUM	MEDIUM	—
PARALYZE	MEDIUM	MEDIUM	MEDIUM	—
DIZZY	SHORT	HIGH	LARGE	—
FATIGUE	V.LONG	MEDIUM	SMALL	—
EXPLOSIVES	—	MEDIUM	LARGE	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	MEDIUM	SMALL REEL
NECK	V.LOW	SMALL REEL
BODY	MEDIUM	SMALL REEL
LEFT WING	LOW	LARGE REEL
RIGHT WING	LOW	LARGE REEL
LEFT LEG	MEDIUM	KNOCKDOWN
RIGHT LEG	MEDIUM	KNOCKDOWN
TAIL	LOW	LARGE REEL

BREAKABLE PARTS

HEAD	DECREASE HEAD DURABILITY TO 0
LEFT WING	DECREASE WING DURABILITY TO 0; ONLY REWARDED FOR ONE WING
RIGHT WING	DECREASE WING DURABILITY TO 0; ONLY REWARDED FOR ONE WING
TAIL	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPONS

REWARD ITEMS

BODY CARVES—3 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
RATHIAN SCALE	40%	RATHIAN SCALE+	38%	RATHIAN SHARD	38%
RATHIAN SHELL	30%	RATHIAN CARAPACE	25%	RATHIAN CORTEX	32%
RATHIAN WEBBING	15%	INFERNO SAC	12%	CONFLAGRANT SAC	14%
FLAME SAC	10%	RATHIAN WEBBING	12%	RATHIAN CARAPACE	8%
RATHIAN SPIKE	5%	RATHIAN SPIKE	8%	RATHIAN SPIKE+	6%
—	—	RATHIAN SPIKE+	5%	RATHIAN SURSPIKE	2%

TAIL CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
RATHIAN SCALE	62%	RATHIAN SCALE+	55%	RATHIAN SHARD	57%
RATHIAN SPIKE	20%	RATHIAN SPIKE+	15%	RATH MEDULLA	16%
RATH MARROW	15%	RATH MEDULLA	10%	RATHIAN SPIKE+	10%
RATHIAN PLATE	3%	RATHIAN PLATE	10%	RATHIAN SURSPIKE	10%
—	—	RATHIAN SCALE	7%	RATHIAN RUBY	5%
—	—	RATHIAN RUBY	3%	RATHIAN MANTLE	2%

TEARS (2 TIMES)—Knockdown while eating/Interrupt pinning attack

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
WYVERN TEAR	74%	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
RATHIAN SCALE	15%	LRG WYVERN TEAR	37%	WYVERN TEAR	25%
RATHIAN SPIKE	10%	RATHIAN SCALE+	15%	RATHIAN SHARD	24%
RATHIAN PLATE	1%	RATHIAN SPIKE+	8%	RATHIAN MANTLE	1%
—	—	RATHIAN RUBY	2%	—	—

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
RATHIAN SHELL	30%	RATHIAN CARAPACE	30%	RATHIAN CORTEX	34%
RATHIAN SCALE X2	25%	RATHIAN SCALE+ X2	22%	RATHIAN SHARD X2	24%
RATH MARROW	23%	INFERNO SAC	15%	CONFLAGRANT SAC	20%
FLAME SAC	20%	RATH MEDULLA	13%	RATH MEDULLA	16%
RATHIAN PLATE	2%	RATH MARROW	13%	RATHIAN RUBY	4%
—	—	RATHIAN PLATE	4%	RATHIAN MANTLE	2%
—	—	RATHIAN RUBY	3%	—	—

BREAK PART—HEAD

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
RATHIAN SHELL	71%	RATHIAN CARAPACE	68%	RATHIAN CORTEX	68%
RATHIAN SCALE	25%	RATHIAN SCALE+	20%	RATHIAN SHARD	20%
RATHIAN PLATE	4%	RATHIAN SHELL X2	8%	RATHIAN CARAPACE X2	10%
—	—	RATHIAN RUBY	4%	RATHIAN MANTLE	2%

BREAK PART—WING

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
RATH TALON	70%	RATH TALON X2	60%	RATH RIPPER	65%
RATHIAN WEBBING	15%	RATHIAN SCALE+	15%	RATHIAN SHARD	25%
WYVERN CLAW X4	15%	WYVERN CLAW X5	15%	WYVERN CLAW X10	10%
—	—	RATHIAN WEBBING X2	10%	—	—

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
RATHIAN SHELL	30%	RATHIAN CARAPACE	28%	RATHIAN CORTEX	28%
RATHIAN SCALE X2	28%	RATHIAN SCALE+ X2	20%	CONFLAGRANT SAC	25%
FLAME SAC	22%	INFERNO SAC	16%	RATHIAN SHARD X2	20%
RATH MARROW	18%	RATH MARROW	13%	RATH MEDULLA	13%
RATHIAN PLATE	2%	RATH MEDULLA	8%	INFERNO SAC X2	6%
—	—	RATHIAN PLATE	6%	RATHIAN RUBY	5%
—	—	FLAME SAC X2	5%	RATHIAN MANTLE	3%
—	—	RATHIAN RUBY	4%	—	—

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Pink Rathian



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	55	50	45	0	10	10	15	25	100
NECK	30	30	20	0	5	5	10	15	—
BELLY	70	60	60	0	5	5	20	10	—
BACK	35	40	40	5	5	5	10	20	—
WING	40	40	40	0	10	10	15	20	—
LEG	44	45	40	0	5	5	5	5	—
TAIL	24	24	20	0	5	5	10	20	—
TAIL TIP	28	28	23	0	5	5	10	20	—

HABITATS

D.ISLAND	2, 3, 5, 7, 8 (START)
S.PLAINS	1, 2, 3, 4 (START), 8, 9, 10, 11 (REST)
F.FOREST	1, 2 (START), 4, 7, 9, 10 (REST)
TUNDRA	—
VOLCANO	—
M.PEAKS	2, 4, 5, 6, 7, 8 (START), 9

SIZES

SMALL	<1620.62
BIG	>1934.82
KING	>2034.05

ANGER EFFECTS

ATTACK	+++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	MEDIUM	MEDIUM	MEDIUM	LOW
SLEEP	MEDIUM	MEDIUM	MEDIUM	—
PARALYZE	MEDIUM	MEDIUM	MEDIUM	—
DIZZY	SHORT	HIGH	LARGE	—
FATIGUE	V.LONG	MEDIUM	LARGE	—
EXPLOSIVES	—	MEDIUM	LARGE	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	HIGH	SMALL REEL
NECK	LOW	SMALL REEL
BODY	HIGH	SMALL REEL
LEFT WING	MEDIUM	LARGE REEL
RIGHT WING	MEDIUM	LARGE REEL
LEFT LEG	HIGH	KNOCKDOWN
RIGHT LEG	HIGH	KNOCKDOWN
TAIL	MEDIUM	LARGE REEL

BREAKABLE PARTS

HEAD	DECREASE HEAD DURABILITY TO 0
LEFT WING	DECREASE WING DURABILITY TO 0; ONLY REWARDED FOR ONE WING
RIGHT WING	DECREASE WING DURABILITY TO 0; ONLY REWARDED FOR ONE WING
TAIL	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPONS

REWARD ITEMS

BODY CARVES—3 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	P.RATHIAN SCALE+	40%	P.RATHIAN SHARD	37%
—	—	P.RATH CARAPACE	30%	P.RATHIAN CORTEX	32%
—	—	INFERNO SAC	13%	CONFLAGRANT SAC	14%
—	—	RATHIAN WEBBING	11%	P.RATH CARAPACE	8%
—	—	RATHIAN SPIKE+	6%	RATHIAN SPIKE+	6%
—	—	—	—	RATHIAN SURSPIKE	3%

TAIL CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	P.RATHIAN SCALE+	58%	P.RATHIAN SHARD	54%
—	—	RATHIAN SPIKE+	16%	RATH MEDULLA	16%
—	—	RATH MEDULLA	12%	RATHIAN SURSPIKE	11%
—	—	RATHIAN PLATE	10%	RATHIAN SPIKE+	10%
—	—	RATHIAN RUBY	4%	RATHIAN RUBY	6%
—	—	—	—	RATHIAN MANTLE	3%

TEARS (2 TIMES)—Knockdown while eating/Interrupt pinning attack

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
—	—	LRG WYVERN TEAR	37%	WYVERN TEAR	25%
—	—	P.RATHIAN SCALE+	15%	P.RATHIAN SHARD	23%
—	—	RATHIAN SPIKE+	8%	RATHIAN MANTLE	2%
—	—	RATHIAN RUBY	2%	—	—

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	P.RATH CARAPACE	30%	P.RATHIAN CORTEX	34%
—	—	P.RATHIAN SCALE+ X2	20%	P.RATHIAN SHARD X2	22%
—	—	INFERNO SAC	16%	CONFLAGRANT SAC	18%
—	—	RATH MEDULLA	15%	RATH MEDULLA	11%
—	—	RATH MARROW	10%	RATHIAN SURSPIKE	11%
—	—	RATHIAN PLATE	5%	RATHIAN RUBY	5%
—	—	RATHIAN RUBY	4%	RATHIAN MANTLE	3%

BREAK PART—HEAD

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	P.RATH CARAPACE	76%	P.RATHIAN CORTEX	74%
—	—	P.RATHIAN SCALE+	20%	P.RATHIAN SHARD	20%
—	—	RATHIAN RUBY	4%	RATHIAN RUBY	4%
—	—	—	—	RATHIAN MANTLE	2%

BREAK PART—WING

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	RATH TALON X2	60%	RATH RIPPER	70%
—	—	P.RATHIAN SCALE+	15%	P.RATHIAN SHARD	25%
—	—	WYVERN CLAW X5	15%	WYVERN CLAW X10	5%
—	—	RATHIAN WEBBING X2	10%	—	—

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	P.RATH CARAPACE	24%	P.RATHIAN CORTEX	24%
—	—	P.RATHIAN SCALE+ X2	22%	P.RATHIAN SHARD	22%
—	—	INFERNO SAC	18%	CONFLAGRANT SAC	19%
—	—	RATH MARROW	12%	RATHIAN SURSPIKE	16%
—	—	RATH MEDULLA	9%	RATH MEDULLA	9%
—	—	RATHIAN PLATE	5%	RATHIAN RUBY	6%
—	—	RATHIAN RUBY	5%	RATHIAN MANTLE	4%
—	—	RATHIAN SPIKE+	5%	—	—

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Gold Rathian



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	12	19	15	0	20	10	30	0	100
NECK	24	24	18	0	15	5	20	0	—
BELLY	25	30	30	5	10	10	15	0	—
BACK	55	50	30	5	15	5	20	0	—
WING	44	44	25	0	15	10	25	0	—
LEG	35	35	45	0	10	5	10	0	—
TAIL	21	18	15	0	5	5	10	0	—
TAIL TIP	24	24	22	0	10	5	10	0	—

HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	—
TUNDRA	—
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	<1620.62
BIG	>1934.82
KING	>2034.05

ANGER EFFECTS

ATTACK	+++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	MEDIUM	MEDIUM	MEDIUM	LOW
SLEEP	MEDIUM	MEDIUM	MEDIUM	—
PARALYZE	MEDIUM	MEDIUM	MEDIUM	—
DIZZY	SHORT	HIGH	LARGE	—
FATIGUE	V.SHORT	MEDIUM	LARGE	—
EXPLOSIVES	—	MEDIUM	LARGE	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	HIGH	SMALL REEL
NECK	LOW	SMALL REEL
BODY	HIGH	SMALL REEL
LEFT WING	MEDIUM	LARGE REEL
RIGHT WING	MEDIUM	LARGE REEL
LEFT LEG	HIGH	KNOCKDOWN
RIGHT LEG	HIGH	KNOCKDOWN
TAIL	MEDIUM	LARGE REEL

BREAKABLE PARTS

HEAD	DECREASE HEAD DURABILITY TO 0
LEFT WING	DECREASE WING DURABILITY TO 0; ONLY REWARDED FOR ONE WING
RIGHT WING	DECREASE WING DURABILITY TO 0; ONLY REWARDED FOR ONE WING
TAIL	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPONS

REWARD ITEMS

BODY CARVES—3 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	G.RATHIAN SHARD	43%
—	—	—	—	G.RATHIAN CORTEX	29%
—	—	—	—	RATH GLEEM	10%
—	—	—	—	G.RATH SURSPIKE	10%
—	—	—	—	CONFLAGRANT SAC	8%

TAIL CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	G.RATHIAN SHARD	45%
—	—	—	—	G.RATHIAN CORTEX	30%
—	—	—	—	G.RATH SURSPIKE	13%
—	—	—	—	RATHIAN RUBY	8%
—	—	—	—	RATHIAN MANTLE	4%

TEARS (2 TIMES)—Interrupt Pinning Attack

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	LRG WYVERN TEAR	60%
—	—	—	—	G.RATHIAN SHARD	27%
—	—	—	—	RATH GLEEM	10%
—	—	—	—	RATHIAN MANTLE	3%
—	—	—	—	—	—

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	G.RATHIAN CORTEX	25%
—	—	—	—	G.RATHIAN SHARD	20%
—	—	—	—	CONFLAGRANT SAC	18%
—	—	—	—	G.RATH SURSPIKE	13%
—	—	—	—	RATH MEDULLA	9%
—	—	—	—	RATHIAN RUBY	6%
—	—	—	—	RATH GLEEM X2	5%
—	—	—	—	RATHIAN MANTLE	4%

BREAK PART—HEAD

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	G.RATHIAN CORTEX	72%
—	—	—	—	G.RATHIAN SHARD	20%
—	—	—	—	RATHIAN RUBY	5%
—	—	—	—	RATHIAN MANTLE	3%

BREAK PART—WING

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	RATH RIPPER	70%
—	—	—	—	G.RATHIAN SHARD	25%
—	—	—	—	WYVERN CLAW X10	5%
—	—	—	—	—	—

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From the Library of Hao Feng

Royal Ludroth



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	42	50	50	20	0	10	15	5	100
BELLY	50	45	40	25	0	15	10	0	—
MANE	45	42	45	20	0	15	15	0	—
MID BACK	30	45	30	30	0	10	10	5	—
LEG (FRONT)	30/23	35/27	25/20	15	0	15	10	0	—
LEG (BACK)	35/27	30/23	30/25	15	0	10	10	0	—
TAIL	42	42	40	20	0	10	5	0	—

HABITATS

D.ISLAND	5, 9(START), 10, 11, 12(REST)
S.PLAINS	—
F.FOREST	1, 2, 3, 4(START), 5, 6, 8(REST)
TUNDRA	—
VOLCANO	—
M.PEAKS	—

SIZES

SMALL	<1390.68
BIG	>1776.98
KING	>1900.59

ANGER EFFECTS

ATTACK	++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	MEDIUM	MEDIUM	SMALL	MEDIUM
SLEEP	V.LONG	MEDIUM	MEDIUM	—
PARALYZE	MEDIUM	MEDIUM	MEDIUM	—
DIZZY	SHORT	HIGH	MEDIUM	—
FATIGUE	V.LONG	MEDIUM	LARGE	—
EXPLOSIVES	—	HIGH	LARGE	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	LOW	SMALL REEL
MANE	MEDIUM	LARGE REEL
BODY	MEDIUM	SMALL REEL/LARGE REEL
LEFT LEG	LOW	KNOCKDOWN/SMALL REEL
RIGHT LEG	LOW	KNOCKDOWN/SMALL REEL
TAIL	MEDIUM	SMALL REEL/LARGE REEL

BREAKABLE PARTS

CREST	DECREASE HEAD DURABILITY TO 0
MANE	DECREASE MANE DURABILITY TWICE
TAIL	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPON

REWARD ITEMS

BODY CARVES—3 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
R.LUDROTH SCALE	28%	R.LUDROTH SCALE+	28%	R.LUDROTH SHARD	35%
SPONGY HIDE	23%	SPONGY HIDE+	23%	SPONGY PIEL	26%
R.LUDROTH CLAW	18%	R.LUDROTH CLAW+	18%	FLOOD SAC	16%
DASH EXTRACT	15%	DASH EXTRACT	13%	R.LUDROTH TALON	15%
AQUA SAC	10%	TORRENT SAC	10%	DASH EXTRACT	8%
QUALITY SPONGE	6%	QUALITY SPONGE	8%	—	—

TAIL CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
R.LUDROTH TAIL	75%	R.LUDROTH TAIL	70%	R.LUDROTH LASH	70%
R.LUDROTH SCALE	25%	R.LUDROTH SCALE+_	28%	R.LUDROTH SHARD	28%
—	—	WYVERN STONE	2%	LRG WYVERN STONE	2%

TEARS—3 Possible, Break Mane

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
WYVERN TEAR	75%	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
DASH EXTRACT	20%	LRG WYVERN TEAR	37%	WYVERN TEAR	25%
R.LUDROTH SCALE	5%	R.LUDROTH SCALE+	20%	R.LUDROTH SHARD	15%
—	—	DASH EXTRACT	5%	DASH EXTRACT	10%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
DASH EXTRACT	32%	TORRENT SAC	22%	FLOOD SAC	22%
AQUA SAC	25%	R.LUDROTH CREST+	18%	SPONGY PIEL	20%
R.LUDROTH CLAW	20%	SPONGY HIDE+	17%	CHIC CREST	18%
R.LUDROTH SCALE X2	13%	DASH EXTRACT X2	15%	R.LUDROTH TALON	16%
SPONGY HIDE	10%	R.LUDROTH CLAW+	15%	DASH EXTRACT X3	11%
—	—	R.LUDROTH CLAW X2	10%	R.LUDROTH CLAW+ X2	10%
—	—	WYVERN STONE	3%	LRG WYVERN STONE	3%

BREAK PART—CREST

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
R.LUDROTH CREST	80%	R.LUDROTH CREST+	45%	CHIC CREST	45%
R.LUDROTH SCALE	20%	R.LUDROTH CREST	35%	R.LUDROTH CREST+	35%
—	—	R.LUDROTH SCALE+	20%	R.LUDROTH SHARD	20%

BREAK PART—MANE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
SPONGY HIDE	45%	SPONGY HIDE+	50%	SPONGY PIEL	55%
QUALITY SPONGE	25%	QUALITY SPONGE	15%	R.LUDROTH SHARD X2	22%
DASH EXTRACT	20%	DASH EXTRACT X2	12%	DASH EXTRACT X3	10%
R.LUDROTH SCALE X2	10%	R.LUDROTH SCALE+ X2	10%	R.LUDROTH SCALE+ X3	8%
—	—	R.LUDROTH SCALE X3	8%	SPONGY HIDE+ X2	5%
—	—	SPONGY HIDE X2	5%	—	—

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	TORRENT SAC	22%	CHIC CREST	22%
—	—	R.LUDROTH CREST+	20%	FLOOD SAC	22%
—	—	SPONGY HIDE+	19%	SPONGY PIEL	20%
—	—	R.LUDROTH CLAW+	16%	R.LUDROTH TALON	15%
—	—	DASH EXTRACT X2	11%	R.LUDROTH CLAW+ X2	10%
—	—	R.LUDROTH CLAW X2	8%	DASH EXTRACT X3	7%
—	—	WYVERN STONE	4%	LRG WYVERN STONE	4%

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Purple Ludroth



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	36	45	50	15	0	5	10	5	100
BELLY	45	36	35	20	0	5	15	0	—
MANE	44	40	35	15	0	5	10	0	—
BACK	30	45	25	30	0	5	15	5	—
FRONT LEGS	24	30	20	10	0	5	10	0	—
BACK LEGS	30	24	20	10	0	5	5	0	—
TAIL	40	40	40	15	0	5	5	0	—

HABITATS

D.ISLAND	2, 5 (REST), 9 (START)
S.PLAINS	—
F.FOREST	—
TUNDRA	—
VOLCANO	—
M.PEAKS	6, 7 (REST), 8 (START), 9

SIZES

SMALL	<1514.29
BIG	>1807.88
KING	>1900.59

ANGER EFFECTS

ATTACK	++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	SHORT	HIGH	LARGE	LOW
SLEEP	V.LONG	MEDIUM	LARGE	—
PARALYZE	MEDIUM	MEDIUM	LARGE	—
DIZZY	SHORT	HIGH	MEDIUM	—
FATIGUE	V.LONG	MEDIUM	LARGE	—
EXPLOSIVES	—	HIGH	LARGE	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	MEDIUM	SMALL REEL
MANE	HIGH	LARGE REEL
BODY	MEDIUM	SMALL REEL
LEFT LEG	MEDIUM	KNOCKDOWN
RIGHT LEG	MEDIUM	KNOCKDOWN
TAIL	MEDIUM	SMALL REEL

BREAKABLE PARTS

CREST	DECREASE HEAD DURABILITY TO 0
MANE	DECREASE MANE DURABILITY TO 0 TWICE
TAIL	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPON

REWARD ITEMS

BODY CARVES—3 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	P.LUDROTH SCALE+	30%	P.LUDROTH SHARD	35%
—	—	PLUM SPONGY HIDE	25%	PLUM SPONGY PIEL	26%
—	—	P.LUDROTH CLAW+	20%	P.LUDROTH TALON	16%
—	—	DASH EXTRACT	15%	FLOOD SAC	16%
—	—	TORRENT SAC	10%	DASH EXTRACT	7%

TAIL CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	R.LUDROTH TAIL	55%	R.LUDROTH LASH	62%
—	—	P.LUDROTH SCALE+_	42%	P.LUDROTH SHARD	28%
—	—	WYVERN STONE	3%	LRG WYVERN STONE	3%

TEARS (3 TIMES)—BREAK MANE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
—	—	LRG WYVERN TEAR	37%	WYVERN TEAR	25%
—	—	DASH EXTRACT	15%	P.LUDROTH SHARD	15%
—	—	P.LUDROTH SCALE+	10%	DASH EXTRACT	10%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	PLUM SPONGY HIDE	32%	PLUM SPONGY PIEL	34%
—	—	TORRENT SAC	22%	FLOOD SAC	23%
—	—	R.LUDROTH CREST+	18%	CHIC CREST	18%
—	—	DASH EXTRACT X2	15%	DASH EXTRACT X3	11%
—	—	AQUA SAC X2	10%	TORRENT SAC X2	10%
—	—	WYVERN STONE	3%	LRG WYVERN STONE	4%

BREAK PART—CREST

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	R.LUDROTH CREST+	60%	CHIC CREST	60%
—	—	P.LUDROTH SCALE+	40%	P.LUDROTH SHARD	40%

BREAK PART—MANE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	PLUM SPONGY HIDE	55%	PLUM SPONGY PIEL	65%
—	—	DASH EXTRACT X2	20%	P.LUDROTH SHARD X2	23%
—	—	QUALITY SPONGE	15%	DASH EXTRACT X3	12%
—	—	P.LUDROTH SCALE+ X2	10%	—	—

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	PLUM SPONGY HIDE	32%	PLUM SPONGY PIEL	34%
—	—	TORRENT SAC	25%	FLOOD SAC	23%
—	—	R.LUDROTH CREST+	18%	CHIC CREST	22%
—	—	DASH EXTRACT X2	13%	TORRENT SAC X2	10%
—	—	AQUA SAC X2	8%	DASH EXTRACT X2	6%
—	—	WYVERN STONE	4%	LRG WYVERN STONE	5%

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Uragaan



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	19/55	20/50	10/40	0	40/20	20/30	5/15	30/35	100
NECK	25	30	25	0	20	10	0	15	—
BACK	22	24	10	0	15	10	0	15	—
BELLY	55	45	45	0	30	15	5	30	—
FRONT LEGS	25	30	20	0	15	10	0	15	—
BACK LEGS	25	30	20	0	15	10	0	15	—
TAIL	35	30	25	0	25	10	0	20	—
TAIL TIP	22	24	10	0	35	15	5	25	—

HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	—
TUNDRA	—
VOLCANO	4, 5 (START), 6 (REST), 7
M.PEAKS	—

SIZES

SMALL	<1881.27
BIG	>2403.84
KING	>2571.06

ANGER EFFECTS

ATTACK	+++
DEFENSE	-
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	V.SHORT	MEDIUM	SMALL	HIGH
SLEEP	MEDIUM	HIGH	SMALL	—
PARALYZE	LONG	MEDIUM	MEDIUM	—
DIZZY	LONG	HIGH	LARGE	—
FATIGUE	V.LONG	HIGH	LARGE	—
EXPLOSIVES	—	LOW	SMALL	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	HIGH	LARGE REEL
NECK	MEDIUM	SMALL REEL
BODY	V.HIGH	LARGE REEL
FRONT LEGS	MEDIUM	SMALL REEL
LEFT BACK LEG	HIGH	KNOCKDOWN
RIGHT BACK LEG	HIGH	KNOCKDOWN
TAIL	HIGH	SMALL REEL

BREAKABLE PARTS

JAW	DECREASE HEAD DURABILITY TO 0 TWICE
TAIL (BREAK)	DECREASE TAIL DURABILITY TO 0
TAIL (CUT)	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPON

REWARD ITEMS

BODY CARVES—4 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
URAGAAN SCALE	46%	URAGAAN SCALE+	42%	URAGAAN SHARD	46%
URAGAAN SHELL	34%	URAGAAN CARAPACE	28%	URAGAAN CORTEX	34%
URAGAAN JAW	12%	URAGAAN SCUTE	12%	URAGAAN JAW+	12%
URAGAAN SCUTE	8%	URAGAAN JAW	10%	URAGAAN SCUTE+	8%
—	—	URAGAAN MARROW	8%	—	—

TAIL CARVES—1 TOTAL CARVE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
URAGAAN SCALE	58%	URAGAAN SCALE+	58%	URAGAAN SHARD	58%
URAGAAN SCUTE	32%	URAGAAN SCUTE	25%	URAGAAN SCUTE+	38%
URAGAAN MARROW	10%	URAGAAN MARROW	14%	URAGAAN RUBY	4%
—	—	URAGAAN RUBY	3%	URAGAAN PALLIUM	2%

TEARS—Attack while Eating (70%)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
WYVERN TEAR	74%	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
LAVA NUGGET	18%	LRG WYVERN TEAR	37%	URAGAAN CORTEX	23%
URAGAAN MARROW	8%	LAVA NUGGET	14%	WYVERN TEAR	22%
—	—	URAGAAN MARROW	9%	URAGAAN RUBY	3%
—	—	URAGAAN RUBY	2%	URAGAAN PALLIUM	2%

MINING—While Uragaan is Knocked Down

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
LAVA NUGGET	50%	LAVA NUGGET	40%	FIRECELL STONE	35%
FIRESTONE	43%	FIRESTONE	35%	LAVA NUGGET	30%
COAL	7%	FIRECELL STONE	10%	VOLATILE COAL	20%
—	—	COAL	10%	ALLFIRE STONE	15%
—	—	VOLATILE COAL	5%	—	—

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
URAGAAN SHELL	28%	URAGAAN CARAPACE	25%	URAGAAN CORTEX	28%
URAGAAN SCALE	24%	URAGAAN JAW	20%	URAGAAN JAW+	21%
URAGAAN JAW	15%	URAGAAN SCALE+	20%	URAGAAN SHARD	20%
LAVA NUGGET X2	15%	URAGAAN MARROW	12%	URAGAAN CARAPACE X2	12%
URAGAAN SCUTE	10%	LAVA NUGGET X4	12%	URAGAAN SCUTE+ X2	12%
URAGAAN MARROW	8%	URAGAAN SCUTE X2	8%	URAGAAN RUBY	5%
—	—	URAGAAN RUBY	3%	URAGAAN PALLIUM	2%

BREAK PART—JAW

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
URAGAAN JAW	74%	URAGAAN JAW	57%	URAGAAN JAW+	55%
URAGAAN SHELL	16%	URAGAAN CARAPACE	27%	URAGAAN CORTEX	25%
URAGAAN SCUTE	10%	URAGAAN SHELL X2	8%	URAGAAN CARAPACE X2	8%
—	—	URAGAAN SCUTE X2	5%	URAGAAN SCUTE+	5%
—	—	URAGAAN RUBY	3%	URAGAAN RUBY	4%
—	—	—	—	URAGAAN PALLIUM	3%

BREAK PART—TAIL

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
URAGAAN SCALE X2	60%	URAGAAN SCALE+ X2	58%	URAGAAN SHARD	58%
LAVA NUGGET X2	25%	URAGAAN SCUTE	16%	URAGAAN SCUTE+	16%
URAGAAN SCUTE	10%	URAGAAN MARROW	10%	URAGAAN CORTEX	10%
URAGAAN MARROW	5%	URAGAAN SCALE X3	8%	URAGAAN CARAPACE X2	8%
—	—	LAVA NUGGET X4	8%	URAGAAN SCALE+	8%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
URAGAAN SCALE	24%	URAGAAN JAW	20%	URAGAAN SHARD	24%
URAGAAN SHELL	20%	URAGAAN CARAPACE	20%	URAGAAN CORTEX	24%
URAGAAN SCUTE	18%	URAGAAN SCALE+	20%	URAGAAN JAW+	20%
URAGAAN JAW	15%	URAGAAN SCUTE X2	18%	URAGAAN SCUTE+	18%
LAVA NUGGET X2	15%	URAGAAN MARROW	12%	URAGAAN CARAPACE X2	6%
URAGAAN MARROW	8%	LAVA NUGGET X4	6%	URAGAAN RUBY	5%
—	—	URAGAAN RUBY	4%	URAGAAN PALLIUM	3%

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From the Library of Hao Feng

Steel Uragaan



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	19/55	20/50	10/40	0	40/20	20/30	5/15	30/35	100
NECK	25	30	25	0	20	10	0	15	—
BACK	22	24	10	0	15	10	0	15	—
BELLY	55	45	45	0	30	15	5	30	—
FRONT LEGS	25	30	15	0	15	10	0	15	—
BACK LEGS	30	30	15	0	15	10	0	15	—
TAIL	35	30	25	0	25	10	0	20	—
TAIL TIP	22	24	10	0	35	15	5	25	—

HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	—
TUNDRA	—
VOLCANO	4, 5 (START), 6 (REST), 7
M.PEAKS	—

SIZES

SMALL	<2048.49
BIG	>2445.65
KING	>2571.06

ANGER EFFECTS

ATTACK	+++
DEFENSE	-
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	V.SHORT	MEDIUM	SMALL	HIGH
SLEEP	MEDIUM	HIGH	SMALL	—
PARALYZE	LONG	HIGH	MEDIUM	—
DIZZY	LONG	HIGH	LARGE	—
FATIGUE	V.LONG	V.HIGH	SMALL	—
EXPLOSIVES	—	LOW	SMALL	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	HIGH	LARGE REEL
NECK	MEDIUM	SMALL REEL
BODY	V.HIGH	LARGE REEL
FRONT LEGS	MEDIUM	SMALL REEL
LEFT BACK LEG	HIGH	KNOCKDOWN
RIGHT BACK LEG	HIGH	KNOCKDOWN
TAIL	HIGH	SMALL REEL

BREAKABLE PARTS

JAW	DECREASE HEAD DURABILITY TO 0 TWICE
TAIL (BREAK)	DECREASE TAIL DURABILITY TO 0
TAIL (CUT)	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPON

REWARD ITEMS

BODY CARVES—4 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	S.URAGAAN SCALE+	42%	S.URAGAAN SHARD	48%
—	—	S.URAG CARAPACE	28%	S.URAGAAN CORTEX	34%
—	—	S.URAGAAN SCUTE	12%	S.URAGAAN SCUTE+	12%
—	—	S.URAGAAN MAW	10%	S.URAGAAN JAW+	8%
—	—	URAGAAN MARROW	8%	—	—

TAIL CARVES—1 TOTAL CARVE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	S.URAGAAN SCALE+	58%	S.URAGAAN SHARD	58%
—	—	S.URAGAAN SCUTE	24%	S.URAGAAN SCUTE+	36%
—	—	URAGAAN MARROW	14%	URAGAAN RUBY	6%
—	—	URAGAAN RUBY	4%	URAGAAN PALLIUM	3%

TEARS—Attack while Eating (70%)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
—	—	LRG WYVERN TEAR	37%	WYVERN TEAR	22%
—	—	LAVA NUGGET	14%	S.URAGAAN CORTEX	21%
—	—	URAGAAN MARROW	8%	URAGAAN RUBY	4%
—	—	URAGAAN RUBY	3%	URAGAAN PALLIUM	3%

MINING—While Uragaan is Knocked Down

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	LAVA NUGGET	40%	FIRECELL STONE	35%
—	—	FIRESTONE	35%	LAVA NUGGET	30%
—	—	FIRECELL STONE	10%	VOLATILE COAL	20%
—	—	COAL	10%	ALLFIRE STONE	15%
—	—	VOLATILE COAL	5%	—	—

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	S.URAG CARAPACE	25%	S.URAGAAN CORTEX	28%
—	—	S.URAGAAN MAW	20%	S.URAGAAN JAW+	21%
—	—	S.URAGAAN SCALE+	20%	S.URAGAAN SHARD	20%
—	—	S.URAGAAN SCUTE X2	12%	S.URAGAAN SCUTE+ X2	12%
—	—	URAGAAN MARROW	10%	S.URAGAAN CARAPACE X2	10%
—	—	LAVA NUGGET X4	10%	URAGAAN RUBY	6%
—	—	URAGAAN RUBY	3%	URAGAAN PALLIUM	3%

BREAK PART—JAW

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	S.URAGAAN MAW	65%	S.URAGAAN JAW+	55%
—	—	S.URAG CARAPACE	20%	S.URAGAAN CORTEX	25%
—	—	S.URAGAAN SCUTE	12%	S.URAG CARAPACE X2	6%
—	—	URAGAAN RUBY	3%	S.URAGAAN SCUTE+	5%
—	—			URAGAAN RUBY	5%
—	—	—	—	URAGAAN PALLIUM	4%

BREAK PART—TAIL

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	S.URAGAAN SCALE+ X2	58%	S.URAGAAN SHARD	58%
—	—	S.URAGAAN SCUTE	24%	S.URAGAAN SCUTE+	16%
—	—	URAGAAN MARROW	10%	S.URAGAAN CORTEX	10%
—	—	LAVA NUGGET X4	8%	S.URAG CARAPACE X2	8%
—	—			S.URAGAAN SCALE+ X2	8%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	S.URAGAAN SHARD	24%
—	—	—	—	S.URAGAAN CORTEX	24%
—	—	—	—	S.URAGAAN JAW+	20%
—	—	—	—	S.URAGAAN SCUTE+	18%
—	—	—	—	URAGAAN RUBY	6%
—	—	—	—	S.URAG CARAPACE X2	4%
—	—	—	—	URAGAAN PALLIUM	4%

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From the Library of Hao Feng

Volvidon



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	60	55	50	0	30	20	15	0	100
UPPER BODY	45	45	35	0	20	15	10	0	—
UPPER BACK	45	45	40	0	20	15	10	0	—
LOWER BACK	30	30	25	0	15	10	10	0	—
FRONT LEGS	40	30	30	0	10	5	5	0	—
BELLY/BACK LEGS	36	36	20	0	10	10	5	0	—
ROLL ATTACK	80	80	10	0	0	0	0	0	—

HABITATS

D.ISLAND	—
S.PLAINS	5, 7 (REST), 8 (START), 9, 10
F.FOREST	—
TUNDRA	—
VOLCANO	3, 4, 5 (START), 6, 7, 8
M.PEAKS	—

SIZES

SMALL	<642.24
BIG	>820.64
KING	>877.72

ANGER EFFECTS

ATTACK	+++
DEFENSE	=
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	MEDIUM	MEDIUM	SMALL	LOW
SLEEP	V.LONG	MEDIUM	MEDIUM	—
PARALYZE	MEDIUM	MEDIUM	MEDIUM	—
DIZZY	SHORT	MEDIUM	MEDIUM	—
FATIGUE	V.LONG	MEDIUM	LARGE	—
EXPLOSIVES	—	LOW	MEDIUM	LOW

PART DURABILITY

PART	DURABILITY	EFFECTS
UPPER BODY	MEDIUM	SMALL REEL
UPPER BACK	HIGH	SMALL REEL
LOWER BACK	LOW	ALTERNATING SMALL REEL & KNOCKDOWN
FRONT LEGS	LOW	SMALL REEL
BELLY/BACK	LOW	SMALL REEL
ROLL ATTACK	—	KNOCKDOWN

BREAKABLE PARTS

UPPER BACK	DECREASE UPPER BACK DURABILITY TO 0

REWARD ITEMS

BODY CARVES—3 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
VOLVIDON SHELL	35%	OMNIPLEGIA SAC	30%	VOLVIDONCORTEX	30%
PARALYSIS SAC	35%	VOLVI CARAPACE	30%	MASSIVE BONE	20%
VOLVIDON CLAW	20%	VOLVIDON CLAW+	20%	VOLVIDON TALON	20%
VOLVI RICKRACK	10%	VOLVI RICKRACK	12%	OMNIPLEGIA SAC	10%
—	—	VOLVIDON CLAW	8%	CRUSHING FANG	10%
—	—	—	—	VOLVIDON CLAW+	10%

TEARS (1 TIME)—Break Upper Back

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
BEAST TEAR	75%	BEAST TEAR	38%	LRG BEAST TEAR	50%
PARALYSIS SAC	15%	LRG BEAST TEAR	37%	BEAST TEAR	25%
VOLVI RICKRACK	10%	OMNIPLEGIA SAC	15%	OMNIPLEGIA SAC	25%
—	—	VOLVI RICKRACK	10%	—	—

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
VOLVIDONSHELL	50%	VOLVI CARAPACE	42%	VOLVIDON TALON	30%
PARALYSIS SAC	32%	OMNIPLEGIA SAC	38%	VOLVIDONCORTEX	20%
VOLVIDON CLAW X2	10%	VOLVIDON CLAW+ X2	10%	CRUSHING FANG	15%
SHARPENED FANG X2	8%	PARALYSIS SAC X2	10%	OMNIPLEGIA SAC X2	14%
—	—	—	—	VOLVIDON CLAW+ X2	14%
—	—	—	—	MASSIVE BONE X2	7%

BREAK PART—Upper Back

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
VOLVI RICKRACK	60%	VOLVI RICKRACK X2	52%	VOLVIDON CORTEX	70%
VOLVIDON SHELL	40%	VOLVI CARAPACE	40%	VOLVI CARAPACE X2	30%
—	—	VOLVIDON SHELL X2	8%	—	—

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
VOLVIDON SHELL	41%	OMNIPLEGIA SAC	42%	VOLVIDON TALON	30%
PARALYSIS SAC	31%	VOLVI CARAPACE	40%	VOLVIDON CORTEX	20%
JUMBO BONE X2	11%	VOLVIDON CLAW+ X2	12%	OMNIPLEGIA SAC X2	14%
VOLVIDON CLAW X2	10%	PARALYSIS SAC X2	6%	VOLVIDON CLAW+ X2	13%
SHARPENED FANG X2	7%	—	—	CRUSHING FANG	12%
—	—	—	—	MASSIVE BONE X2	11%

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Zinogre



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	45/60	50/65	60/70	15/20	20/25	20/30	0	5/15	100/120
BODY	25/36	25/30	35/40	5	5	5/10	0	5	—
BACK	40/50	36/50	30/35	10/15	15	15/20	0	5	—
FRONT LEGS	24/36	30/36	25/35	5/10	5/10	10/15	0	5	—
BACK LEGS	36/40	35/40	35/45	5/12	5/10	10/15	0	5	—
SHOULDER/THIGH	30/36	30/35	30/40	5	5	5/10	0	5	—
TAIL	27	24	20	5	5	10	0	5	—
TAIL TIP	21	15	10	10	10	15	0	5	—

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HABITATS

D.ISLAND	2, 3 (REST), 5 (START), 6, 9
S.PLAINS	—
F.FOREST	—
TUNDRA	—
VOLCANO	—
M.PEAKS	2, 4, 5 (START), 6, 7, 8, 9 (REST)

SIZES

SMALL	<1344.24
BIG	>1717.64
KING	>1837.12

ANGER EFFECTS

ATTACK	+++
DEFENSE	-
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	LONG	MEDIUM	MEDIUM	V.HIGH
SLEEP	MEDIUM	MEDIUM	LARGE	—
PARALYZE	MEDIUM	MEDIUM	LARGE	—
DIZZY	SHORT	HIGH	LARGE	—
FATIGUE	LONG	HIGH	LARGE	—
EXPLOSIVES	—	LOW	MEDIUM	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	HIGH	LARGE REEL
BODY	V.HIGH	SMALL REEL
BACK	LOW	SMALL REEL
LEFT FRONT LEG	MEDIUM	ALTERNATING SMALL REEL & KNOCKDOWN
RIGHT FRONT LEG	MEDIUM	ALTERNATING SMALL REEL & KNOCKDOWN
LEFT BACK LEG	HIGH	ALTERNATING SMALL REEL & KNOCKDOWN
RIGHT BACK LEG	HIGH	ALTERNATING SMALL REEL & KNOCKDOWN
TAIL	MEDIUM	SMALL REEL

BREAKABLE PARTS

RIGHT HORN	DECREASE HEAD DURABILITY TO 0
LEFT HORN	DECREASE HEAD DURABILITY TO 0 AFTER BREAKING RIGHT HORN; REWARD ONLY GIVEN FOR BREAKING BOTH HORNS
LEFT CLAW	DECREASE LEFT FRONT LEG DURABILITY TO 0; ONLY GIVEN REWARD FOR BREAKING CLAWS ONCE
RIGHT CLAW	DECREASE RIGHT FRONT LEG DURABILITY TO 0; ONLY GIVEN REWARD FOR BREAKING CLAWS ONCE
TAIL	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPONS
BACK	DECREASE BACK DURABILITY TO 0 TWICE

REWARD ITEMS

BODY CARVES—3 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	ZINOGRE CARAPACE	45%	ZINOGRE CORTEX	44%
—	—	ZIN ELECTROFUR	24%	ZIN ELECTROFUR+	23%
—	—	ZINOGRE CLAW+	15%	ZINOGRE TALON	14%
—	—	ZINOGRE SHOCKER+	13%	ZIN D-SHOCKER	13%
—	—	ZINOGRE JASPER	3%	ZINOGRE JASPER	4%
—	—	—	—	ZIN SKYMERALD	2%

TAIL CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	ZINOGRE TAIL	70%	ZINOGRE LASH	70%
—	—	ZINOGRE CARAPACE	20%	ZINOGRE CORTEX	20%
—	—	ZIN ELECTROFUR	8%	ZIN ELECTROFUR+	5%
—	—	ZINOGRE JASPER	2%	ZINOGRE JASPER	3%
—	—	—	—	ZIN SKYMERALD	2%

TEARS (3 TIMES)—Forcibly remove Zinogre from Super-charged state (100%)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	WYVERN TEAR	38%	LRG WYVERN TEAR	50%
—	—	LRG WYVERN TEAR	37%	WYVERN TEAR	21%
—	—	ZINOGRE CARAPACE	15%	ZINOGRE CORTEX	17%
—	—	FULGURBUG	8%	FULGURBUG	7%
—	—	ZINOGRE JASPER	2%	ZINOGRE JASPER	3%
—	—	—	—	ZIN SKYMERALD	2%

BUG CATCHING—From Back when Zinogre is knocked down

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	FULGURBUG	90%	FULGURBUG	90%
—	—	ZIN ELECTROFUR	10%	ZIN ELECTROFUR+	10%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	ZINOGRE SHOCKER+	28%	ZIN D-SHOCKER	28%
—	—	ZIN ELECTROFUR	28%	ZIN ELECTROFUR+	28%
—	—	ZINOGRE CLAW+	20%	ZINOGRE TALON	20%
—	—	FULGURBUG X4	12%	ZINOGRE CORTEX X2	10%
—	—	ZINOGRE CARAPACE X2	10%	FULGURBUG X6	8%
—	—	ZINOGRE JASPER	2%	ZINOGRE JASPER	4%
—	—	—	—	ZIN SKYMERALD	2%

BREAK PART—HORN

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	ZINOGRE HORN+	70%	ZINOGRE HARDHORN	70%
—	—	ZINOGRE HORN+ X2	14%	ZINOGRE CORTEX	12%
—	—	ZINOGRE CARAPACE	13%	ZINOGRE HORN+ X2	10%
—	—	ZINOGRE JASPER	3%	ZINOGRE JASPER	5%
—	—	—	—	ZIN SKYMERALD	3%

BREAK PART—CLAW

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	ZINOGRE CLAW+	71%	ZINOGRE TALON	67%
—	—	ZINOGRE CLAW+ X2	17%	ZINOGRE TALON X2	15%
—	—	ZINOGRE SHOCKER+	12%	ZIN D-SHOCKER	12%
—	—	—	—	ZINOGRE CLAW+ X3	6%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	ZINOGRE CLAW+	30%	ZINOGRE TALON	30%
—	—	ZINOGRE SHOCKER+	26%	ZIN D-SHOCKER	26%
—	—	ZIN ELECTROFUR	18%	ZIN ELECTROFUR+ X2	10%
—	—	FULGURBUG X6	12%	ZINOGRE CORTEX X2	10%
—	—	ZINOGRE CARAPACE	10%	FULGURBUG X6	7%
—	—	ZINOGRE JASPER	4%	ZINOGRE JASPER	5%
—	—	—	—	ZIN SKYMERALD	3%

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Stygian Zinogre



DAMAGE CHART

LOCATION	CUT	IMPACT	BULLET	FIRE	WATER	ICE	THUNDER	DRAGON	DIZZY
HEAD	45/40	45/40	50	10/15	20/25	10/15	20/30	0	100/120
BODY	25	25	25/30	5	10/5	5	15	0	—
BACK	30/45	30/45	30/35	15/0	15/0	15/0	20/0	0	—
FRONT LEGS	25/22	25/22	20/25	5	15/20	10	20/30	0	—
BACK LEGS	25	25	30/25	5	15/20	10	20/25	0	—
SHOULDER/THIGH	25	25	25/30	5	20	10	25	0	—
TAIL	28	21	20	5	5	5	20	0	—
TAIL TIP	21	21	10	10	10	10	25	0	—

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HABITATS

D.ISLAND	—
S.PLAINS	—
F.FOREST	—
TUNDRA	1, 2 (START), 3, 4, 8, 9 (REST)
VOLCANO	5, 6 (START), 7, 8 (REST)
M.PEAKS	—

SIZES

SMALL	<1463.72
BIG	>1747.51
KING	>1837.12

ANGER EFFECTS

ATTACK	+++
DEFENSE	-
SPEED	++

TOLERANCES

TYPE	EFFECT DURATION	INITIAL TOLERANCE	TOLERANCE INCREASE	DAMAGE
POISON	LONG	MEDIUM	MEDIUM	V.HIGH
SLEEP	MEDIUM	MEDIUM	LARGE	—
PARALYZE	MEDIUM	MEDIUM	LARGE	—
DIZZY	SHORT	HIGH	LARGE	—
FATIGUE	LONG	HIGH	LARGE	—
EXPLOSIVES	—	LOW	SMALL	MEDIUM

PART DURABILITY

PART	DURABILITY	EFFECTS
HEAD	HIGH	LARGE REEL
BODY	V.HIGH	SMALL REEL
BACK	LOW	SMALL REEL
LEFT FRONT LEG	MEDIUM	ALTERNATING SMALL REEL & KNOCKDOWN
RIGHT FRONT LEG	MEDIUM	ALTERNATING SMALL REEL & KNOCKDOWN
LEFT BACK LEG	HIGH	ALTERNATING SMALL REEL & KNOCKDOWN
RIGHT BACK LEG	HIGH	ALTERNATING SMALL REEL & KNOCKDOWN
TAIL	MEDIUM	SMALL REEL

BREAKABLE PARTS

RIGHT HORN	DECREASE HEAD DURABILITY TO 0
LEFT HORN	DECREASE HEAD DURABILITY TO 0 AFTER BREAKING RIGHT HORN; REWARD ONLY GIVEN FOR BREAKING BOTH HORNS
LEFT CLAW	DECREASE LEFT FRONT LEG DURABILITY TO 0; ONLY GIVEN REWARD FOR BREAKING CLAWS ONCE
RIGHT CLAW	DECREASE RIGHT FRONT LEG DURABILITY TO 0; ONLY GIVEN REWARD FOR BREAKING CLAWS ONCE
TAIL	DEAL SIGNIFICANT DAMAGE TO TAIL WITH CUT WEAPONS
BACK	DECREASE BACK DURABILITY TO 0 TWICE

REWARD ITEMS

BODY CARVES—3 TIMES

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	S.ZIN CORTEX	44%
—	—	—	—	S.ZIN DRAGONHAIR	24%
—	—	—	—	S.ZINOGRE TALON	15%
—	—	—	—	S.ZIN DRAGNSHELL	14%
—	—	—	—	S.ZIN SKYMERALD	3%

TAIL CARVES—1 TIME

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	S.ZINOGRE LASH	69%
—	—	—	—	S.ZIN CORTEX	20%
—	—	—	—	S.ZIN DRAGONHAIR	9%
—	—	—	—	S.ZIN SKYMERALD	2%

TEARS (3 TIMES)—Forcibly remove Zinogre from Super-charged state (100%)

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	LRG WYVERN TEAR	50%
—	—	—	—	WYVERN TEAR	25%
—	—	—	—	S.ZIN CORTEX	15%
—	—	—	—	DRACOPHAGE BUG	9%
—	—	—	—	S.ZIN SKYMERALD	1%

BUG CATCHING—From Back when Zinogre is knocked down

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—			DRACOPHAGE BUG	90%
—	—			S.ZIN DRAGONHAIR	10%

CAPTURE

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	S.ZIN DRAGNSHELL	28%
—	—	—	—	S.ZIN DRAGONHAIR	28%
—	—	—	—	S.ZINOGRE TALON	20%
—	—	—	—	DRACOPHAGE BUG X4	11%
—	—	—	—	S.ZIN CORTEX X2	10%
—	—	—	—	S.ZIN SKYMERALD	3%

BREAK PART—HORN

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	S.ZIN HARDHORN	76%
—	—	—	—	S.ZIN CORTEX	11%
—	—	—	—	S.ZIN HARDHORN X2	10%
—	—	—	—	S.ZIN SKYMERALD	3%

BREAK PART—CLAW

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	S.ZINOGRE TALON	70%
—	—	—	—	S.ZINOGRE TALON X2	15%
—	—	—	—	S.ZIN DRAGNSHELL	15%

FREE HUNT

LOW-RANK	CHANCE	HIGH-RANK	CHANCE	G-RANK	CHANCE
—	—	—	—	S.ZINOGRE TALON	30%
—	—	—	—	S.ZIN DRAGNSHELL	27%
—	—	—	—	S.ZIN DRAGONHAIR	18%
—	—	—	—	DRACOPHAGE BUG X4	11%
—	—	—	—	S.ZIN CORTEX X2	10%
—	—	—	—	S.ZIN SKYMERALD	4%

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Quest List

Intro

Monster Hunter 3 Ultimate features a massive number of Quests for both the solo and social player. These quests are separated into five sections:

Moga Village — Low-rank

These are the basic single-player quests that send the player through the story of *Monster Hunter 3 Tri*, with some of the new monsters thrown in to create a new experience. These quests are important even for players mostly interested in multiplayer as they unlock additional features such as the Moga Woods, Farm, and the AI partners Cha-Cha and Kayamba.

Moga Village — High-rank

These new, harder quests are a unique single player campaign created for *Monster Hunter 3 Ultimate*. They go through an all—new story and present the player with monsters new to MH3 such as Zinogre, several unique Subspecies monsters like Ivory Lagiacrus, as well as Brachydios, the featured monster of MH3U.

Tanzia Port — Low-rank

Tanzia Port is the multiplayer hub of MH3U and replaces the town of Loc Lac found in *Monster Hunter 3 Tri*. All multiplayer activity happens in Tanzia, but each of these quests can be played solo, as well. Tanzia quests may seem similar to Moga Village quests, but they are much harder, featuring stronger and more durable monsters.

Tanzia Port — High-rank

Much like Moga Village, these quests are harder and feature new monsters and challenges.

Tanzia Port — G-rank

These quests are the "Ultimate" challenge for players, featuring incredibly strong monsters, as well as new, unique Subspecies and a secret boss for the most devoted hunters. This is the true meat of the game and, as such, created for the most skilled and dedicated hunters.

The information displayed in the Quest List is as follows:

RANK: The ★ ranking of a quest. ★s indicate difficulty: 3★ is easier than 4★. Tanzia and Moga Village ★ rankings are not equal; however, 1★ in Tanzia is equivalent to 3★ to 4★ in Moga.

KEY/URGENT: Key indicates a quest that needs to be completed in order to unlock the Urgent Quest. Urgent Quests act as "bosses" and are the gate between ★ rankings. For example, to reach 2★, you don't need to complete all the 1★ quests; only the Key Quests "Harvest 'Shroom," "Farm Aid," and "Guts: It's What's for Dinner." Completing those three quests will unlock the 2★ Urgent Quest "No Love for Ludroth."

LOCATION: The zone where a quest takes place. There are six major zones: Deserted Island, Sandy Plains, Flooded Forest, Tundra, Volcano, and Misty Peaks. There are several additional zones that are mostly small, enclosed areas such as the Land Arena and Water Arena.

NAME: The name of the quest.

PRE-REQUISITES: Some quests are locked behind other quests and will only become available once a certain action is performed. For example, "Harvest 'Shroom" is the only 1★ quest available near the start of the game. Once it is completed, the other five 1★ quests also become available.

NOTES: Additional notes on a quest. Mostly, this indicates quests that cannot be repeated once they are finished, quests that are part of a Set that tie into another unlock, or quests that appear at random.

QUEST GOAL: This indicates the monster or item that is the primary focus of the quest. Most quests involve the hunting of a large monster, although there are several quests where small monsters must be defeated or items must be delivered. If "& more" is listed, then multiple large monsters must be hunted to complete the quest.

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Moga Village — Low-rank Quest List

RANK	KEY/URGENT	LOCATION	NAME	PRE-REQUISITES	NOTES	QUEST GOAL
1★	KEY	D.ISLAND (D)	HARVEST 'SHROOM	—	—	UNIQUE MUSHROOM
1★	KEY	D.ISLAND (D)	FARM AID	CLEAR 1★—HARVEST SHROOM	—	JAGGIA
1★	KEY	D.ISLAND (D)	GUTS: IT'S WHAT'S FOR DINNER	CLEAR 1★—HARVEST SHROOM	—	MONSTER GUTS
1★	—	D.ISLAND (D)	PRESCRIPTION PICK-UP	CLEAR 1★—HARVEST SHROOM	—	KELBI HORN
1★	—	D.ISLAND (D)	GOLDENFISH OPPORTUNITY	CLEAR 1★—HARVEST SHROOM	—	GOLDENFISH
1★	—	D.ISLAND (D)	SUNKEN TREASURES	CLEAR 1★—HARVEST SHROOM	—	RED CORAL STONE
2★	URG.	D.ISLAND (D)	NO LOVE FOR LUDROTH	—	—	LUDROTH
2★	—	S.PLAINS (D)	HARVEST TOUR: SANDY PLAINS	—	—	HARVEST TOUR
2★	—	D.ISLAND (D)	BUG HUNT	—	—	ALTAROTH
2★	—	D.ISLAND (D)	MY LORD'S ERRAND	CLEAR 2★—BEAR TRAP	—	ARZUROS
2★	KEY	D.ISLAND (D)	BEAR TRAP	CLEAR 2★—PAIN IN THE PLAINS	—	ARZUROS
2★	—	D.ISLAND (D)	WHO'S THE BOSS?	CLEAR 2★BEAR TRAP	—	GREAT JAGGI
2★	—	S.PLAINS (N)	SECRET OF THE CRYSTAL BONES	—	—	CRYSTAL BONE
2★	—	S.PLAINS (N)	NO GUTS, NO GLORY	—	—	MONSTER GUTS
3★	URG.	D.ISLAND (D)	SHAKALAKA SAVIOR	—	CAN'T REPEAT	CHA-CHA RESCUE
3★	—	F.FOREST (D)	HARVEST TOUR: FLOODED FOREST	—	—	HARVEST TOUR
3★	—	D.ISLAND (D)	TRAPPING A TRICKSTER	CLEAR 3★PLAYING WITH FIRE	—	QURUPECO
3★	—	D.ISLAND (D)	A ROYAL PAIN	CLEAR 3★THE FISHERMAN'S TALE	—	ROYAL LUDROTH
3★	KEY	S.PLAINS (D)	PLAYING WITH FIRE	—	—	QURUPECO
3★	KEY	S.PLAINS (D)	LEADING THE CHARGE	CLEAR 3★THE FISHERMAN'S TAIL	—	BARROTH
3★	—	S.PLAINS (D)	RHENOPLOS RAMPAGE!	—	—	RHENOPLOS
3★	—	S.PLAINS (D)	HERBIVORE EGG HUNT!	—	—	HERBIVORE EGG
3★	—	F.FOREST (D)	TOXIC TROUBLEMAKER	—	—	GREAT WROGGI
3★	KEY	F.FOREST (N)	SAVE OUR BOAT	CLEAR 3★PLAYING WITH FIRE	—	ROYAL LUDROTH
3★	—	F.FOREST (D)	PEST CONTROL	—	—	BNAHABRA
3★	—	F.FOREST (N)	THE DEADLIEST CATCH	—	—	LUDROTH
3★	URG.	F.FOREST (N)	ACCIDENT INVESTIGATION	—	—	GOBUL
4★	—	TUNDRA (D)	HARVEST TOUR: TUNDRA	—	—	HARVEST TOUR
4★	—	D.ISLAND (D)	POACHED WYVERN EGGS	CLEAR 4★POACHED WYVERN EGGS	—	WYVERN EGG
4★	—	S.PLAINS (D)	HUNTER KILLER	—	SET A	BARROTH & MORE
4★	—	F.FOREST (N)	A ROYAL RUMBLE	CLEAR 4★DRAGON LADY	—	RATHIAN
4★	—	TUNDRA (D)	THE SNOWBOUND SLIDER	—	SET A	LAGOMBI
4★	—	TUNDRA (D)	LEADER OF THE ICEPACK	—	SET A	GREAT BAGGI
4★	—	TUNDRA (N)	THE CREEPING VENOM	CLEAR 4★TRIAL OF THE SEA DRAGON	—	GIGGINOX
4★	—	TUNDRA (D)	LOST IN BLUE	—	SET A	BAGGI
4★	—	TUNDRA (N)	COLD STONES	—	SET A	BLOODSTONE
4★	URG.	D.ISLAND (D)	TRIAL OF THE SEA DRAGON	CLEAR 2 QUESTS IN SET A	CAN'T REPEAT	LAGIACRUS
4★	KEY	D.ISLAND (D)	DRAGON LADY	CLEAR 4★TRIAL OF THE SEA DRAGON	—	RATHIAN
5★	URG.	D.ISLAND (D)	FELL THE LAGIACRUS!	—	—	LAGIACRUS
5★	—	VOLCANO (D)	HARVEST TOUR: VOLCANO	—	—	HARVEST TOUR
5★	—	S.PLAINS (D)	THE DESERT GOURMAND	CLEAR 5★SHAKALAKA SAVIOR II	—	NIBELSNARF
5★	—	F.FOREST (D)	THE LORD OF THE SEAS	—	SET B	LAGIACRUS
5★	—	F.FOREST (D)	HAMMER TIME	CLEAR 5★SHAKALAKA SAVIOR II	—	DURAMBOROS
5★	—	VOLCANO (D)	WALK 'N' ROLL	CLEAR 5★SHAKALAKA SAVIOR II	—	VOLVIDON
5★	—	VOLCANO (N)	URAGAAN'S TRAIL	CLEAR 5★SHAKALAKA SAVIOR II	—	URAGAAN
5★	—	VOLCANO (D)	HEAT EXHAUSTION	—	SET B	POWDERSTONE
5★	KEY	VOLCANO (N)	THE WRATH OF RATHALOS	FULFILL REQUEST "THE ANCIENT MASK"	—	RATHALOS
5★	KEY	TUNDRA (D)	A BARD'S TALE	FULFILL REQUEST "THE ANCIENT MASK"	—	BARIOTH
5★	—	S.PLAINS (D)	THE HORNED WYVERN	FULFILL REQUEST "THE ANCIENT MASK"	—	DIABLOS
5★	—	D.ISLAND (D)	THE OMEN	FULFILL REQUEST "ONE CHANCE"	—	RHENOPLOS
5★	KEY	VOLCANO (D)	THE VOLCANO'S FURY	FULFILL REQUEST "ONE CHANCE"	—	URAGAAN
5★	—	VOLCANO (D)	DENIZEN OF THE MOLTEN DEEP	FULFILL REQUEST "ONE CHANCE"	—	AGNAKTOR
5★	URG.	F.FOREST (D)	SHAKALAKA SAVIOR II	CLEAR 1 QUEST IN SET B	CAN'T REPEAT	DURAMBOROS
5★	URG.	RUINS	SAVE MOGA VILLAGE!	—	CAN'T REPEAT	CEADEUS
5★	—	RUINS	THE DECISIVE BATTLE	CLEAR 5★SAVE MOGA VILLAGE	—	CEADEUS

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Moga Village—High-rank Quest List

RANK	KEY/URGENT	LOCATION	NAME	PRE-REQUISITES	SET	QUEST GOAL
6★	URG.	M.PEAKS (D)	POISON CONTROL	—	—	PURPLE LUDROTH
6★	—	S.PLAINS (D)	HARVEST TOUR: SANDY PLAINS	—	—	HARVEST TOUR
6★	—	F.FOREST (D)	HARVEST TOUR: FLOODED FOREST	—	—	HARVEST TOUR
6★	—	M.PEAKS (D)	HARVEST TOUR: MISTY PEAKS	—	—	HARVEST TOUR
6★	KEY	M.PEAKS (D)	PINK QUEEN OF THE PEAKS	—	—	PINK RATHIAN
6★	—	M.PEAKS (D)	FIELD TRIP	—	—	GREAT JAGGI
6★	KEY	F.FOREST (N)	BYE-BYE, BLOOM	—	—	CRIMSON QURUPECO
6★	—	D.ISLAND (N)	CURRENT EVENTS	—	—	ROYAL LUDROTH
6★	—	S.PLAINS (N)	LEADING THE CHARGE	—	—	BARROTH
6★	—	D.ISLAND (D)	THE MERCHANT'S MISSION	—	—	RATHIAN
6★	—	M.PEAKS (D)	BULLY THE BULLFANGO	—	—	BULLFANGO
6★	KEY	D.ISLAND (D)	FARM AID	—	—	JAGGIA
6★	—	F.FOREST (D)	HAIR OF THE DOG	—	—	SLAGTOTH OIL
6★	—	M.PEAKS (D)	UNDER THE YOLK	—	—	GARGWA EGG
6★	—	D.ISLAND (D)	SIREN'S SONG	—	—	QURUPECO
6★	—	M.PEAKS (D)	DOUBLE JEOPARDY	—	—	ARZUROS
6★	—	F.FOREST (N)	TOXIC TROUBLEMAKER	—	—	GREAT WROGGI
6★	—	D.ISLAND (D)	HERD MENTALITY	—	—	GREAT JAGGI & MORE
6★	—	S.PLAINS (D)	DESERT WARFARE	—	—	RATHIAN & MORE
7★	URG.	D.ISLAND (D)	SPLASH DAMAGE	—	—	PLESIOTH
7★	—	TUNDRA (D)	HARVEST TOUR: TUNDRA	—	—	HARVEST TOUR
7★	KEY	TUNDRA (N)	SNOWBALL FIGHT	—	—	JADE BARROTH
7★	—	F.FOREST (D)	SCENE OF THE CRIME	—	—	GOBUL
7★	KEY	TUNDRA (D)	SHOCKING DEVELOPMENT	—	—	BALEFUL GIGGINOX
7★	—	TUNDRA (N)	RESEARCH ASSISTANCE	CLEAR 7★SHOCKING DEVELOPMENT	—	GIGGINOX & MORE
7★	—	TUNDRA (N)	LEADER OF THE ICEPACK	—	—	GREAT BAGGI
7★	—	TUNDRA (D)	DESIGNER ANTLERS	—	—	ANTEKA ANTLER
7★	—	TUNDRA (N)	TOXIN AVENGER	CLEAR 7★SHOCKING DEVELOPMENT	—	GIGGINOX
7★	—	TUNDRA (D)	THE WRITE STUFF	—	—	JADE BARROTH & MORE
7★	—	TUNDRA (N)	ON THIN ICE	—	—	LAGOMBI
7★	KEY	S.PLAINS (N)	ROCKSLIDE	—	—	VOLVIDON
7★	—	GREAT DESERT	RUMBLE IN THE GREAT DESERT	FULFILL REQUEST "DRAGONSHIP DUTY"	—	JHEN MOHRAN
8★	URG.	D.ISLAND (D)	MASKED ROBBERY	—	CHA-CHA & KAYAMBA REQUIRED	RATHALOS
8★	—	VOLCANO (D)	HARVEST TOUR: VOLCANO	—	—	HARVEST TOUR
8★	—	TUNDRA (D)	THE LOST EXPEDITION	—	—	BARIOTH
8★	KEY	D.ISLAND (N)	THE FISHERMAN'S FIEND	—	—	LAGIACRUS
8★	—	VOLCANO (D)	THE VOLCANO'S FURY	—	—	URAGAAN
8★	KEY	VOLCANO (N)	DENIZEN OF THE MOLTEN DEEP	—	—	AGNAKTOR
8★	—	S.PLAINS (N)	THE HORNED WYVERN	—	—	DIABLOS
8★	KEY	M.PEAKS (N)	THE MOVING MOUNTAIN	—	—	DURAMBOROS
8★	—	M.PEAKS (D)	TWIN PEAKS	—	—	DURAMBOROS
8★	—	S.PLAINS (D)	THE DESERT GOURMAND	—	—	NIBELSNARF
8★	KEY	VOLCANO (D)	"BRACHYDIOS" MEANS TROUBLE	ARGOSY CAPTAIN REPORTS BRACHYDIOS SIGHTINGS	—	BRACHYDIOS
8★	—	F.FOREST (D)	[CANTEEN] THE ENDLESS HUNT	—	—	GOBUL & MORE
8★	—	VOLCANO (D)	CLOBBERIN' TIME!	—	—	AGNAKTOR & MORE
8★	—	D.ISLAND (D)	TROUBLED WATERS	CLEAR 8★THE FISHERMAN'S FRIEND	—	LAGIACRUS & MORE
9★	URG.	M.PEAKS (N)	HOWL AT THE MOON	—	CHA-CHA & KAYAMABA REQUIRED	ZINOGRE
9★	KEY	F.FOREST (N)	JUMPING AT SHADOWS	—	SET C	NARGACUGA
9★	KEY	S.PLAINS (N)	DESERT STORM	—	SET C	SAND BARIOTH
9★	—	D.ISLAND (D)	AZURE ATTACK	—	—	AZURE RATHALOS
9★	KEY	M.PEAKS (N)	HEAVEN AND EARTH	CLEAR SET C QUESTS, TALK TO ARGOSY CAPTAIN	—	PINK RATHIAN & MORE

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RANK	KEY/URGENT	LOCATION	NAME	PRE-REQUISITES	SET	QUEST GOAL
9★	KEY	S.PLAINS (N)	MIDNIGHT MADNESS	CLEAR SET C QUESTS, TALK TO ARGOSY CAPTAIN	—	BLACK DIABLOS
9★	—	S.PLAINS (D)	TRIUMPH OF THE TYRANTS	CLEAR 9★MIDNIGHT MADNESS	—	DIABLOS & MORE
9★	KEY	VOLCANO (N)	ACE IN THE HOLE	CLEAR SET C QUESTS, TALK TO ARGOSY CAPTAIN	—	STEEL URAGAAN
9★	KEY	TUNDRA (N)	ECHO LOCATION	CLEAR SET C QUESTS, TALK TO ARGOSY CAPTAIN	—	GLACIAL AGNAKTOR
9★	—	TUNDRA (D)	FROZEN BLOODLUST	CLEAR 9★ECHO LOCATION	—	GLACIAL AGNAKTOR & MORE
9★	—	D.ISLAND (N)	OPERATION: PARADISE LOST	—	—	GREAT JAGGI & MORE
9★	—	M.PEAKS (D)	LURKERS IN THE WOODS	—	—	ARZUROS & MORE
9★	—	S.PLAINS (D)	TRIPLE THREAT	—	—	NIBELSNARF & MORE
9★	URG.	D.ISLAND (D)	CONQUEROR OF LAND AND SEA	—	CHA-CHA & KAYAMBA REQUIRED	IVORY LAGIACRUS
9★	—	VOLCANO (D)	INTO THE FIRE	CLEAR 9★CONQUEROR OF LAND AND SEA	—	DEVILJHO
9★	—	LAND ARENA	MARK OF A HERO	CLEAR ALL VILLAGE QUESTS	—	IVORY LAGIACRUS & MORE

Tanzia Port — Low-rank Quest List

RANK	KEY/URGENT	LOCATION	NAME	PRE-REQUISITES	SET	QUEST GOAL
1★	—	D.ISLAND (D)	HARVEST TOUR: DESERTED ISLE	—	—	HARVEST TOUR
1★	—	S.PLAINS (D)	HARVEST TOUR: SANDY PLAINS	—	—	HARVEST TOUR
1★	—	F.FOREST (D)	HARVEST TOUR: FLOODED FOREST	—	—	HARVEST TOUR
1★	—	TUNDRA (D)	HARVEST TOUR: TUNDRA	—	—	HARVEST TOUR
1★	KEY	D.ISLAND (D)	PLAYING WITH FIRE	—	—	QURUPECO
1★	—	D.ISLAND (D)	WYVERN CONSERVATION	—	—	WYVERN EGG
1★	—	D.ISLAND (D)	HARVEST 'SHROOM	—	—	UNIQUE MUSHROOM
1★	KEY	S.PLAINS (D)	LEADING THE CHARGE	—	—	BARROTH
1★	KEY	F.FOREST (N)	THE MERCHANT'S MISSION	—	—	RATHIAN
1★	—	F.FOREST (N)	THE FISHERMAN'S TALE	—	—	ROYAL LUDROTH
1★	KEY	F.FOREST (D)	ACCIDENT INVESTIGATION	—	—	GOBUL
1★	—	F.FOREST (D)	[CANTEEN] GOLDENFISH	—	—	GOLDENFISH
1★	—	TUNDRA (D)	[CANTEEN] THE SNOWBOUND	—	—	LAGOMBI
2★	URG.	D.ISLAND (D)	THE FISHERMAN'S FIEND	—	—	LAGIACRUS
2★	—	VOLCANO (D)	HARVEST TOUR: VOLCANO	—	—	HARVEST TOUR
2★	KEY	S.PLAINS (N)	THE HORNED WYVERN	—	—	DIABLOS
2★	KEY	S.PLAINS (D)	THE DESERT GOURMAND	—	—	NIBELSNARF
2★	—	F.FOREST (N)	WHEN THE LEVY BREAKS	—	—	DURAMBOROS
2★	KEY	TUNDRA (D)	THE CREEPING VENOM	—	—	GIGGINOX
2★	—	TUNDRA (D)	A BARD'S TALE	—	—	BARIOTH
2★	—	VOLCANO (N)	THE WRATH OF RATHALOS	—	—	RATHALOS
2★	KEY	VOLCANO (N)	DENIZEN OF THE MOLTEN DEEP	—	—	AGNAKTOR
2★	—	VOLCANO (D)	[CANTEEN] ROAD WORK	—	—	URAGAAN
2★	—	VOLCANO (D)	CULL THE HERD	—	—	RHENOPOLOS
2★	—	LAND ARENA	BULLFANGO BRIGADE	—	—	BULLFANGO
2★	URG.	D.ISLAND (D)	DOUBLE TROUBLE	—	COMPLETE FOR 3★	RATHALOS & MORE

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Tanzia Port—High-rank Quest List

RANK	KEY/URGENT	LOCATION	NAME	PRE-REQUISITES	SET	QUEST GOAL
3★	—	D.ISLAND (D)	HARVEST TOUR: DESERTED ISLE	—	—	HARVEST TOUR
3★	—	S.PLAINS (D)	HARVEST TOUR: SANDY PLAINS	—	—	HARVEST TOUR
3★	—	F.FOREST (D)	HARVEST TOUR: FLOODED FOREST	—	—	HARVEST TOUR
3★	—	M.PEAKS (D)	HARVEST TOUR: MISTY PEAKS	—	—	HARVEST TOUR
3★	—	D.ISLAND (D)	REEL IN A RATHIAN	CLEAR 3★PINK QUEEN OF THE PEAKS	—	RATHIAN
3★	—	D.ISLAND (D)	THE OMEN	—	—	RATHALOS
3★	KEY	D.ISLAND (N)	SPLASH DAMAGE	—	—	PLESIOTH
3★	—	D.ISLAND (N)	PURPLE REIGN	—	—	PURPLE LUDROTH
3★	KEY	S.PLAINS (D)	MUD BROTHERS	—	—	BARROTH
3★	KEY	F.FOREST (D)	BYE-BYE, BLOOM	—	—	CRIMSON QURUPECO
3★	KEY	F.FOREST (N)	SUPPLY CONSTRAINTS	—	—	GREAT WROGGI
3★	—	F.FOREST (D)	LUDROTH LAMENT	CLEAR 3★PURPLE REIGN	—	ROYAL LUDROTH
3★	—	F.FOREST (N)	[CANTEEN] GRAB A GOBUL! —	—	GOBUL	
3★	—	M.PEAKS (N)	PINK QUEEN OF THE PEAKS	—	—	PINK RATHIAN
3★	—	M.PEAKS (N)	NOISY NEIGHBOR	CLEAR 3★BYE-BYE, BLOOM	—	QURUPECO
3★	—	M.PEAKS (D)	JUMPING FOR JAGGI!	—	—	GREAT JAGGI
3★	—	F.FOREST (D)	FISHING FOR TROUBLE	3★SPLASH DAMAGE	—	PLESIOTH
4★	URG.	VOLCANO (N)	BRACHYDIOS MIO!	—	—	BRACHYDIOS
4★	—	TUNDRA (D)	HARVEST TOUR: TUNDRA	—	—	HARVEST TOUR
4★	—	VOLCANO (D)	HARVEST TOUR: VOLCANO	—	—	HARVEST TOUR
4★	KEY	D.ISLAND (D)	UNWANTED VISITOR	—	—	ZINOGRE
4★	—	S.PLAINS (N)	THE DESERT GOURMAND	—	—	NIBELSNARF
4★	—	S.PLAINS (N)	FOUR HORNS	—	—	DIABLOS
4★	—	F.FOREST (D)	THE FISHERMAN'S FIEND	—	—	LAGIACRUS
4★	—	F.FOREST (D)	FISHING FAILURE	—	—	DURAMBOROS
4★	—	TUNDRA (D)	SNOWBALL FIGHT	CLEAR 4★TUMBLE ON THE TUNDRA	—	JADE BARROTH
4★	—	TUNDRA (D)	FROST BITTEN	—	—	GREAT BAGGI
4★	—	TUNDRA (N)	TOXIC TUNDRA	CLEAR 4★TUMBLE ON THE TUNDRA	—	GIGGINOX
4★	—	TUNDRA (D)	SHOCKING DEVELOPMENT	CLEAR 4★TUMBLE ON THE TUNDRA	—	BALEFUL GIGGINOX
4★	KEY	TUNDRA (D)	TUMBLE ON THE TUNDRA	—	—	BALEFUL GIGGINOX & MORE
4★	—	TUNDRA (N)	THE LOST EXPEDITION	—	—	BARIOTH
4★	KEY	VOLCANO (D)	THE VOLCANO'S FURY	—	—	URAGAAN
4★	—	VOLCANO (N)	HEROES WANTED	CLEAR 4★THE VOLCANO'S FURY	—	URAGAAN
5★	URG.	D.ISLAND (D)	CONQUEROR OF LAND AND SEA	—	—	IVORY LAGIACRUS
5★	—	S.PLAINS (N)	MIDNIGHT MADNESS	CLEAR 5★DESERT DESERTION	—	BLACK DIABLOS
5★	—	S.PLAINS (D)	DESERT STORM	CLEAR 5★DESERT DESERTION	—	SAND BARIOTH
5★	KEY	S.PLAINS (N)	DESERT DESERTION	—	—	SAND BARIOTH & MORE
5★	KEY	TUNDRA (D)	ECHO LOCATION	—	—	GLACIAL AGNAKTOR
5★	KEY	TUNDRA (N)	BEDEVIL A DEVILJHO	—	—	DEVILJHO
5★	—	VOLCANO (D)	DANCING FLAMES	CLEAR 5★ECHO LOCATION	—	AGNAKTOR
5★	—	VOLCANO (D)	[CANTEEN] END OF THE ROADS	—	—	STEEL URAGAAN
5★	KEY	M.PEAKS (N)	AZURE ATTACK	—	—	AZURE RATHALOS
5★	—	M.PEAKS (N)	NARG AT NITE	—	—	NARGACUGA
5★	—	G.DESERT (D)	[CANTEEN] RUMBLE IN THE GREAT DESERT	FULFILL REQUEST "DRAGONSHIP DUTY"	—	JHEN MOHRAN
5★	—	WATER ARENA	JUMP THE SHARQ	CLEAR 5★CONQUEROR OF LAND AND SEA, TALK TO CARPENTER	—	SHARQ

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Tanzia Port—G-rank Quest List

RANK	KEY/URGENT	LOCATION	NAME	PRE-REQUISITES	SET	QUEST GOAL
6★	URG.	RUINS	THRONE OF THE ABYSS	—	TAVERN 5★ URGENT	GOLDBEARD
6★	—	D.ISLAND (N)	HARVEST TOUR: DESERTED ISLE	—	—	HARVEST TOUR
6★	—	S.PLAINS (N)	HARVEST TOUR: SANDY PLAINS	—	—	HARVEST TOUR
6★	—	F.FOREST (N)	HARVEST TOUR: FLOODED FOREST	—	—	HARVEST TOUR
6★	—	TUNDRA (N)	HARVEST TOUR: TUNDRA	—	—	HARVEST TOUR
6★	—	M.PEAKS (N)	HARVEST TOUR: MISTY PEAKS	—	—	HARVEST TOUR
6★	KEY	D.ISLAND (N)	THE CHERRY BLOSSOM QUEEN	—	SET D	PINK RATHIAN
6★	KEY	D.ISLAND (D)	THE GREEN FLASH	—	SET D	GREEN PLESIOTH
6★	—	D.ISLAND (D)	DESERTED ISLAND DUSTUP	—	—	ARZUROS
6★	—	S.PLAINS (D)	RATHIAN'S WRATH	—	—	RATHIAN
6★	KEY	S.PLAINS (N)	PLAYING WITH FIRE	—	SET D	QURUPECO
6★	KEY	S.PLAINS (D)	SWELTERING SHOWDOWN	—	SET D	VOLVIDON & MORE
6★	—	F.FOREST (N)	SPLASH DAMAGE	—	—	PLESIOTH
6★	—	F.FOREST (D)	BYE-BYE, BLOOM	CLEAR 6★PLAYING WITH FIRE	—	CRIMSON QURUPECO
6★	—	F.FOREST (D)	SUPPLY CONSTRAINTS	—	—	GREAT WROGGI
6★	—	F.FOREST (N)	THE FISHERMAN'S TALE	—	—	ROYAL LUDROTH
6★	—	TUNDRA (N)	BAD, WHITE, AND BLUE	—	—	LAGOMBI & MORE
6★	—	M.PEAKS (D)	OPERATION: POISON CONTROL	—	—	PURPLE LUDROTH
			CLEAR SET D QUESTS FOR THE BELOW QUESTS TO APPEAR			
6★	—	D.ISLAND (D)	ISLAND WARFARE	—	—	GREAT JAGGI & MORE
6★	—	S.PLAINS (N)	LEADING THE CHARGE	—	—	BARROTH
6★	KEY	S.PLAINS (N)	THE DESERT GOURMAND	—	—	NIBELSNARF
6★	—	S.PLAINS (D)	SAND STORM	CLEAR 6★LEADING THE CHARGE	—	BARROTH & MORE
6★	—	F.FOREST (D)	MONSTER FISHER	CLEAR 6★ACCIDENT INVESTIGATION	—	PLESIOTH & MORE
6★	—	F.FOREST (D)	WHEN THE LEVY BREAKS	—	—	DURAMBOROS
6★	KEY	S.PLAINS (D)	AXE TO GRIND	—	—	RUST DURAMBOROS
6★	—	F.FOREST (D)	ACCIDENT INVESTIGATION	—	—	GOBUL
6★	—	S.PLAINS (N)	COMMAND PERFORMANCE	CLEAR 6★AXE TO GRIND	—	VOLVIDON & MORE
6★	KEY	TUNDRA (D)	SNOWBALL FIGHT	CLEAR 6★LEADING THE CHARGE	—	JADE BARROTH
6★	—	TUNDRA (D)	THE LOST EXPEDITION	—	—	BARIOTH
6★	—	TUNDRA (N)	THE CREEPING VENOM	—	—	GIGGINOX
6★	—	TUNDRA (D)	ERRATIC ELECTRICITY	CLEAR 6★THE CREEPING VENOM	—	BALEFUL GIGGINOX
6★	KEY	TUNDRA (N)	THUNDER ON THE TUNDRA	CLEAR 6★THE CREEPING VENOM	—	BARIOTH & MORE
6★	—	D.ISLAND (N)	[ADVANCED] LUDROTH AMBUSH	CLEAR 6★THE FISHERMAN'S TALE	APPEARS RANDOMLY	ROYAL LUDROTH & MORE
6★	—	D.ISLAND (D)	[ADVANCED] RAGING QUEENS	CLEAR 6★RATHIAN'S WRATH	APPEARS RANDOMLY	RATHIAN
6★	—	D.ISLAND (D)	[ADVANCED] FISHING FOR TROUBLE	CLEAR 6★SPLASH DAMAGE	APPEARS RANDOMLY	PLESIOTH
6★	—	D.ISLAND (N)	[ADVANCED] QURUPECO CHORUS	—	APPEARS RANDOMLY	QURUPECO
6★	—	D.ISLAND (N)	[ADVANCED] LAWLESS LUDROTH	CLEAR 6★THE FISHERMAN'S TALE	APPEARS RANDOMLY	ROYAL LUDROTH
6★	—	S.PLAINS (D)	[ADVANCED] BARROTH BRIGADE	CLEAR 6★LEADING THE CHARGE	APPEARS RANDOMLY	BARIOTH
6★	—	S.PLAINS (D)	[ADVANCED] TAIL OF TAILS	CLEAR 6★AXE TO GRIND	APPEARS RANDOMLY	RUST DURAMBOROS
6★	—	S.PLAINS (D)	[ADVANCED] TODAY'S SPECIAL	CLEAR 6★THE DESERT GOURMAND	APPEARS RANDOMLY	NIBELSNARF
6★	—	S.PLAINS (N)	[ADVANCED] TRIPLE THREAT	—	APPEARS RANDOMLY	NIBELSNARF & MORE
6★	—	F.FOREST (D)	[ADVANCED] PRETTY AND PINK	CLEAR 6★RATHIAN'S WRATH	APPEARS RANDOMLY	RATHIAN & MORE
6★	—	F.FOREST (D)	[ADVANCED] BEAUTY KILLS	—	APPEARS RANDOMLY	PINK RATHIAN
6★	—	F.FOREST (D)	[ADVANCED] FISHIN' MISSION	—	APPEARS RANDOMLY	PLESIOTH & MORE
6★	—	F.FOREST (N)	[ADVANCED] SEEING GREEN	—	APPEARS RANDOMLY	GREEN PLESIOTH
6★	—	F.FOREST (N)	[ADVANCED] KNIGHT FISHING	CLEAR 6★ACCIDENT INVESTIGATION	APPEARS RANDOMLY	GOBUL
6★	—	F.FOREST (N)	[ADVANCED] FOREST FRACAS	—	APPEARS RANDOMLY	GOBUL

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Tanzia Port—G-rank Quest List (continued)

RANK	KEY/URGENT	LOCATION	NAME	PRE-REQUISITES	SET	QUEST GOAL
6★	—	TUNDRA (N)	[ADVANCED] SNOW STAMPEDE	CLEAR 6★SNOWBALL FIGHT	APPEARS RANDOMLY	GREAT WROGGI & MORE
6★	—	TUNDRA (D)	[ADVANCED] FIELD STUDY	CLEAR 6★THE CREEPING VENOM	APPEARS RANDOMLY	JADE BARROTH
6★	—	TUNDRA (N)	[ADVANCED] SHOCK TREATMENT	CLEAR 6★ERRATIC ELECTRICITY	APPEARS RANDOMLY	GIGGINOX & MORE
6★	—	TUNDRA (N)	[ADVANCED] TOUGH GIG	CLEAR 6★THE CREEPING VENOM	APPEARS RANDOMLY	BALEFUL GIGGINOX
6★	—	TUNDRA (N)	[ADVANCED] PACK MENTALITY	CLEAR 6★THE LOST EXPEDITION	APPEARS RANDOMLY	GIGGINOX
6★	—	TUNDRA (D)	[ADVANCED] SILVER SLAYERS	—	APPEARS RANDOMLY	BARIOTH
6★	—	M.PEAKS (D)	[ADVANCED] MIRACLE DRUG	CLEAR 6★OPERATION: POISON CONTROL	APPEARS RANDOMLY	LAGOMBI & MORE
6★	—	M.PEAKS (N)	[ADVANCED] TROUBLING TREMORS	CLEAR 6★WHEN THE LEVY BREAKS	APPEARS RANDOMLY	PURPLE LUDROTH
6★	—	M.PEAKS (N)	[ADVANCED] NOBLE NUISANCE	—	APPEARS RANDOMLY	DURAMBOROS
6★	—	M.PEAKS (D)	[ADVANCED] PEAK PERFORMERS	—	APPEARS RANDOMLY	ARZUROS & MORE
7★	URG.	TUNDRA (D)	STICKY SITUATION	—	APPEARS RANDOMLY	PURPLE LUDROTH & MORE
7★	—	VOLCANO (N)	HARVEST TOUR: VOLCANO	—	—	BRACHYDIOS
7★	—	D.ISLAND (N)	SILENT BUT DEADLY	CLEAR 7★NIGHT STALKER	—	HARVEST TOUR
7★	KEY	S.PLAINS (D)	THE HORNED WYVERN	—	—	GREEN NARGACUGA
7★	—	S.PLAINS (N)	MIDNIGHT MADNESS	CLEAR 7★HORNED WYVERN	SET F	DIABLOS
7★	KEY	S.PLAINS (D)	DESERT STORM	—	—	BLACK DIABLOS
7★	—	S.PLAINS (N)	DESERT DESERTION	CLEAR 7★DESERT STORM	SET F	SAND BARIOTH
7★	KEY	F.FOREST (D)	NIGHT STALKER	CLEAR SET F QUESTS	—	GREEN NARGACUGA
7★	—	VOLCANO (N)	BREAK THE BRACHYDIOS	—	—	BRACHYDIOS
7★	—	VOLCANO (D)	RATHALOS ALERT	—	SET E	RATHALOS
7★	KEY	VOLCANO (D)	VOLCANIC ACTIVITY	CLEAR SET F QUESTS	SET F	RATHALOS & MORE
7★	—	VOLCANO (N)	THE THRILL OF THE HUNT	—	SET E	URAGAAN
7★	—	VOLCANO (N)	ACE IN THE HOLE	CLEAR 7★THE THRILL OF THE HUNT	—	STEEL URAGAAN
7★	—	M.PEAKS (N)	AZURE ATTACK	CLEAR 7★RATHALOS ALERT	—	AZURE RATHALOS
7★	—	M.PEAKS (N)	HUNGRY EYES	—	—	NARGACUGA
CLEAR SET D QUESTS FOR THE BELOW QUESTS TO APPEAR						
7★	—	D.ISLAND (N)	RULER OF TWO REALMS	CLEAR 7★THE FISHERMAN'S FIEND	—	IVORY LAGIACRUS
7★	KEY	S.PLAINS (D)	DEEP-SIX A DEVILJHO	—	—	DEVILJHO
7★	—	F.FOREST (D)	THE FISHERMAN'S FIEND	—	—	LAGIACRUS
7★	KEY	F.FOREST (D)	A SEA OF WYVERNS	CLEAR 7★THE FISHERMAN'S FIEND	—	IVORY LAGIACRUS & MORE
7★	KEY	TUNDRA (N)	INFERNAL OVERLORD	—	—	STYGIAN ZINOGRE
7★	—	TUNDRA (D)	SOULS OF DARKNESS	CLEAR 7★INFERNAL OVERLORD	—	STYGIAN ZINOGRE
7★	—	TUNDRA (N)	ECHO LOCATION	—	—	GLACIAL AGNAKTOR
7★	KEY	VOLCANO (D)	DENIZEN OF THE MOLTEN DEEP	—	—	AGNAKTOR
7★	—	M.PEAKS (D)	HUNTING THE HUNTER	—	—	ZINOGRE
7★	—	TUNDRA (N)	SAVE THE PRINCESS	—	—	LAGOMBI & MORE
7★	—	TUNDRA (D)	[CANTEEN] COLD DAY IN HELL	—	—	GREAT BAGGI & MORE
7★	—	D.ISLAND (D)	[ADVANCED] BLUE, BLUE SKIES	CLEAR 7★AZURE ATTACK	APPEARS RANDOMLY	AZURE RATHALOS
7★	—	D.ISLAND (N)	[ADVANCED] LAGIACRUS ALERT	CLEAR 7★THE FISHERMAN'S FRIEND	APPEARS RANDOMLY	LAGIACRUS
7★	—	D.ISLAND (D)	[ADVANCED] CLOUDLESS THUNDER	CLEAR 7★HUNTING THE HUNTER	APPEARS RANDOMLY	ZINOGRE
7★	—	D.ISLAND (D)	[ADVANCED] TRIPLE THREAT	CLEAR 7★RULER OF TWO REALMS	APPEARS RANDOMLY	GREEN PLESIOTH & MORE
7★	—	D.ISLAND (D)	[ADVANCED] DUTY'S CALL	CLEAR 7★HUNGRY EYES	APPEARS RANDOMLY	ROYAL LUDROTH & MORE
7★	—	D.ISLAND (N)	[ADVANCED] RATHALOS SUMMIT	—	APPEARS RANDOMLY	RATHALOS
7★	—	S.PLAINS (N)	[ADVANCED] TRIUMPH OF THE TYRANTS	—	APPEARS RANDOMLY	DIABLOS & MORE
7★	—	S.PLAINS (D)	[ADVANCED] DEATH'S EMBRACE	CLEAR 7★MIDNIGHT MADNESS	APPEARS RANDOMLY	BLACK DIABLOS
7★	—	S.PLAINS (D)	[ADVANCED] DIABLOS THREE	—	APPEARS RANDOMLY	DIABLOS

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RANK	KEY/URGENT	LOCATION	NAME	PRE-REQUISITES	SET	QUEST GOAL
7★	—	S.PLAINS (N)	[ADVANCED] TWISTER TRIO	—	APPEARS RANDOMLY	SAND BARIOTH
7★	—	S.PLAINS (N)	[ADVANCED] HORN HUNTER	—	APPEARS RANDOMLY	DIABLOS & MORE
7★	—	S.PLAINS (D)	[ADVANCED] PLAIN DANGEROUS	CLEAR 7★MIDNIGHT MADNESS	APPEARS RANDOMLY	SAND BARIOTH & MORE
7★	—	F.FOREST (D)	[ADVANCED] CRUS CONTROL	CLEAR 7★THE FISHERMAN'S FIEND	APPEARS RANDOMLY	LAGIACRUS & MORE
7★	—	F.FOREST (N)	[ADVANCED] IVORY INDIGNATION	CLEAR 7★RULER OF TWO REALMS	APPEARS RANDOMLY	IVORY LAGIACRUS
7★	—	F.FOREST (D)	[ADVANCED] FOREST FOLLY	CLEAR 7★HUNGRY EYES	APPEARS RANDOMLY	NARGACUGA
7★	—	TUNDRA (D)	[ADVANCED] BREAKING THE ICE	CLEAR 7★ECHO LOCATION	APPEARS RANDOMLY	GLACIAL AGNAKTOR
7★	—	TUNDRA (N)	[ADVANCED] WHITE NOISE	CLEAR 7★ECHO LOCATION	APPEARS RANDOMLY	GREAT BAGGI & MORE
7★	—	TUNDRA (N)	[ADVANCED] SAVE THE TUNDRA	CLEAR 6★ERRATIC ELECTRICITY	APPEARS RANDOMLY	BALEFUL GIGGINOX & MORE
7★	—	VOLCANO (N)	[ADVANCED] HOT FEET	—	APPEARS RANDOMLY	URAGAAN & MORE
7★	—	VOLCANO (D)	[ADVANCED] NERVES OF STEEL	CLEAR 7★ACE IN THE HOLE	APPEARS RANDOMLY	STEEL URAGAAN
7★	—	VOLCANO (N)	[ADVANCED] CRIMSON CRISIS	—	APPEARS RANDOMLY	CRIMSON QURUPECO
7★	—	VOLCANO (N)	[ADVANCED] THE SEA OF FLAME	CLEAR 7★DENIZEN OF THE MOLTEN DEEP	APPEARS RANDOMLY	AGNAKTOR
7★	—	VOLCANO (D)	[ADVANCED] HEROES WANTED	—	—	URAGAAN
7★	—	VOLCANO (N)	[ADVANCED] A BURNT OFFERING	—	—	URAGAAN & MORE
7★	—	VOLCANO (D)	[ADVANCED] FATE AND FIRE	CLEAR 7★ACE IN THE HOLE	—	VOLVIDON & MORE
7★	—	M.PEAKS (N)	[ADVANCED] POWER COUPLE	CLEAR 7★AZURE ATTACK	—	PINK RATHIAN & MORE
7★	—	M.PEAKS (D)	[ADVANCED] SWIFT SHADOWS	CLEAR 7★HUNGRY EYES	—	NARGACUGA & MORE
8★	URG.	TAINTED SEA	THE BLACK FLAME OF CALAMITY	—	—	DIRE MIRALIS
8★	—	S.PLAINS (N)	HOT AND BOTHERED	—	—	RUST DURAMBOROS & MORE
8★	—	TOWER (D)	RING OF THE GOLDEN LUNE	HUNT MANY LARGE MONSTERS	—	GOLD RATHIAN
8★	—	TOWER (D)	RING OF THE SILVER SOL	HUNT MANY LARGE MONSTERS	—	SILVER RATHALOS
8★	—	LAND ARENA	THE HAMMER AND THE AXE	—	—	DURAMBOROS & MORE
8★	—	LAND ARENA	FANG, FANG: YOU'RE DEAD	—	—	ZINOGRE & MORE
8★	—	WATER ARENA	[CANTEEN] SUBMARINE STRUGGLE	—	—	GREEN PLESIOTH & MORE
8★	—	LAND ARENA	QURUPECO TWO-STEP	—	—	QURUPECO & MORE
8★	—	LAND ARENA	ODE TO BARROTH	—	—	BARROTH & MORE
8★	—	LAND ARENA	EYES OF THE STORM	—	—	BARIOTH & MORE
8★	—	LAND ARENA	OPPOSITES DETRACT	—	—	AGNAKTOR & MORE
8★	—	GREAT DESERT (N)	FESTIVAL ON THE SEA OF SAND	HUNT ABYSSAL LAGIACRUS, LUCENT NARGACUGA & HALLOWED JHEN MOHRAN	—	HALLOWED JHEN MOHRAN
8★	—	S.PLAINS (D)	OPERATION: LAST STAND	—	—	DIABLOS & MORE
8★	—	TUNDRA (D)	TUNDRA TRUMP CARDS	—	—	JADE BARROTH & MORE
8★	—	M.PEAKS (D)	MOUNTAIN MASSACRE	—	—	NARGACUGA & MORE
8★	—	D.ISLAND (D)	ALL-TERRAIN TERROR	REACH HR20	—	RATHALOS & MORE
8★	—	LAND ARENA	AWESOME MAW	REACH HR 25	—	NIBELSNARF
8★	—	LAND ARENA	BEST OF ENEMIES	REACH HR30	—	PURPLE LUDROTH & MORE
8★	—	TOWER (N)	THE INVISIBLE PREDATOR	REACH HR40	—	LUCENT NARGACUGA
8★	—	LAND ARENA	RAGE MATCH	REACH HR45	—	DEVILJHO
8★	—	TOWER (N)	MOONLIT TRYST	REACH HR50	—	SILVER RATHALOS & MORE
8★	—	LAND ARENA	THE EARTH QUAKERS	REACH HR55	—	PINK RATHIAN & MORE
8★	—	WATER ARENA	THE SEA SHAKERS	REACH HR60	—	ROYAL LUDROTH & MORE
8★	—	RUINS	ABYSSAL AWAKENING	REACH HR70	—	ABYSSAL LAGIACRUS
8★	—	LAND ARENA	FOUR POINT FORMATION	REACH HR80	—	NARGACUGA & MORE
8★	—	LAND ARENA	CLOBBERIN' TIME!	REACH HR90	—	BLACK DIABLOS & MORE
8★	—	LAND ARENA	THE MARCH OF VICTORY	REACH HR100	—	BRACHYDIOS & MORE

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Maps

Intro

In this section you'll find details on every possible gathering point and what items you can get.

In *MH3U*, unlike other Monster Hunter games, spawn points are generated at random and the items you get aren't guaranteed to be there when you originally walk into a zone. However, gathering points respawn every five minutes, giving you the chance to harvest more than you normally could as long as you remain vigilant.

As such, spawn points are not guaranteed to be there. The best way to use the information in this section is to look for the item you need and then find where it is located. Otherwise, you'll be in an area without any of the items you want, but you'll also be looking for items while the rest of your team is fighting an enemy! Get used to where you can find each item and go to a zone for the item, not the other way around.



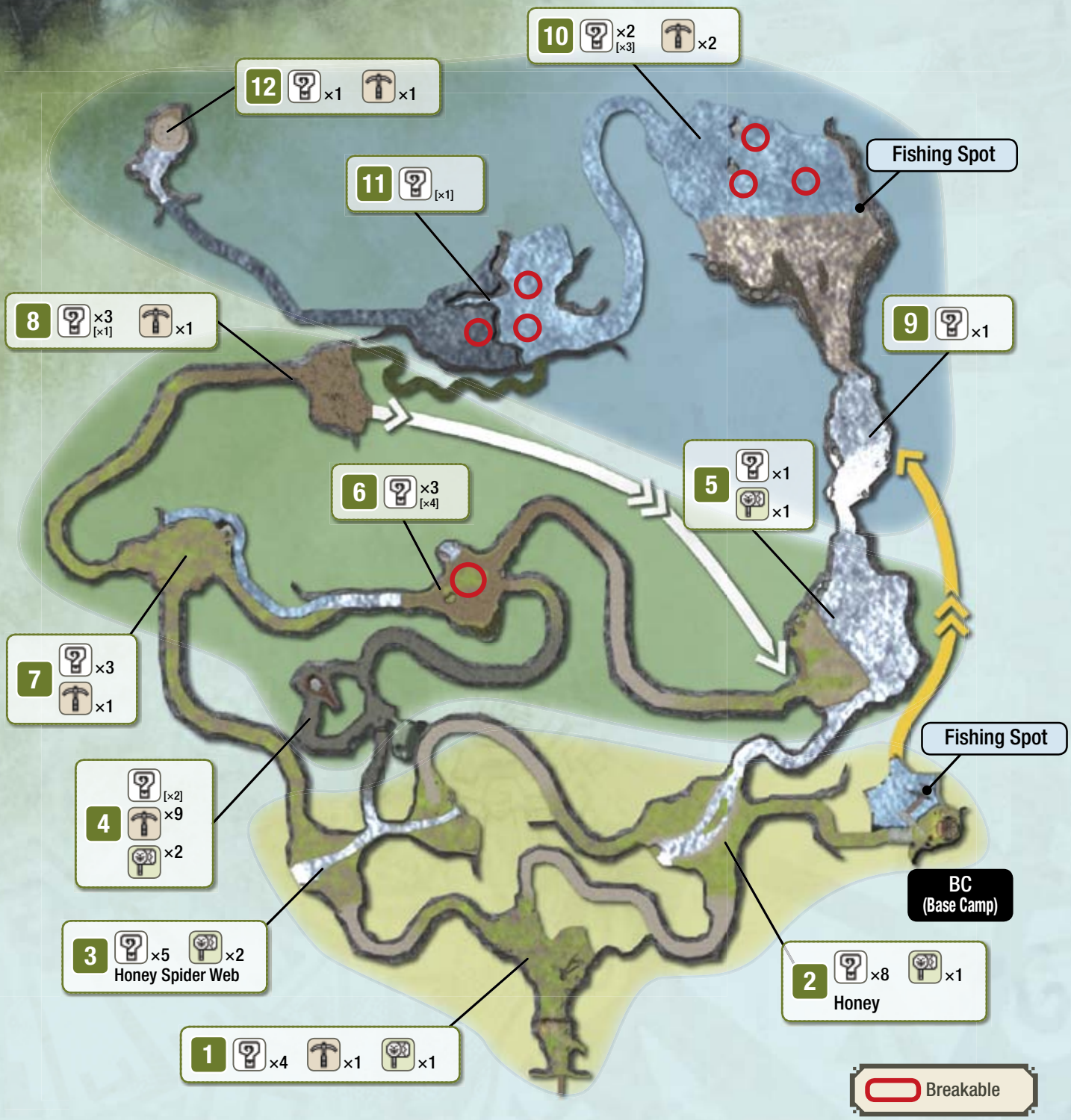
Each section is broken up in a specific way:

- **SPOT**
  What kind of spot you'll find these items. Fishing Spots require bait-type items, Mining Spots require Pick Axes and Insect items require Bug Nets. Collect areas can be gathered from without any items.
- **SPAWN RATE—This section determines how the item is spawned. Fixed means the spawn point will always gather these items, otherwise the letter and number indicated describes how often the set of gatherable items is spawned. If an item is marked Hidden it means you can only find that set of items if you spawn in the hidden area of a Zone in High-rank and above.**
- **POSSIBLE GRABS**
  How many times, by default, you can gather from a certain point. This number can be extended or decreased through Armor Skills and Felyne Skills.
- **ITEM**
  The possible Items you can gather from a certain point.
- **ITEM %**
  What percentage chance you have on every grab to gather a certain item.

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Moga Woods



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Day

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
FISHING	FIXED	INF.	WHETFISH	24%
			ARMORFISH MORSEL	22%
			PIN TUNA	20%
			GLUTTON TUNA	14%
			POPFISH	12%
			SMALL GOLDENFISH	8%

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (STONE)	FIXED	4-5	WHETSTONE	85%
			INSECT HUSK	8%
			STONE	7%
COLLECT 2 (GRASS)	FIXED	3-6	HERB	80%
			FELVINE	15%
			INSECT HUSK	5%
COLLECT 3 (FIRE)	FIXED	INF.	TORCH	100%
COLLECT 4 (GRASS) 2	A (60%)	2-3	HERB	60%
			AIRWEED	24%
			SPIDER WEB	16%
	B (40%)	1-2	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%
MINING	A (90%)	2-4	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%
	B (10%)	1-2	EARTH CRYSTAL	35%
			AQUAGLOW JEWEL	28%
			IRON ORE	22%
			MACHALITE ORE	15%
INSECT	A (80%)	2-3	BITTERBUG	35%
			FLASHBUG	35%
			WORM	17%
			INSECT HUSK	7%
			SILVER CRICKET	6%
	B (20%)	1-2	GODBUG	33%
			FLASHBUG	31%
			THUNDERBUG	16%
			CARPENTERBUG	12%
			MEGA FISHING FLY	8%

AREA 2

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (NEST)	FIXED	2-4	HONEY	85%
			SNAKEBEE LARVA	10%
			INSECT HUSK	5%
COLLECT 2 (MUSHROOM)	FIXED	3-5	BLUE MUSHROOM	75%
			EXCITESHROOM	20%
			INSECT HUSK	5%
COLLECT 3 (MUSHROOM) 2	A (70%)	2-3	BLUE MUSHROOM	95%
			INSECT HUSK	5%
	B (30%)	6-8	BLUE MUSHROOM	95%
			INSECT HUSK	5%
COLLECT 4 (GRASS)	A (60%)	2-3	HERB	60%
			AIRWEED	24%
			SPIDER WEB	16%
	B (40%)	1-2	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%
COLLECT 5 (NEST) 2	A (80%)	2-4	HONEY	75%
			SNAKEBEE LARVA	20%
			INSECT HUSK	5%
	B (20%)	4-6	HONEY	75%
			SNAKEBEE LARVA	20%
			INSECT HUSK	5%
COLLECT 6 (FRUIT)	A (50%)	2-4	IVY	78%
			SAP PLANT	12%

AREA 2 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			MIGHT SEED	10%
	B (50%)	3-5	PAINTBERRY	60%
			SAP PLANT	32%
			ANTIDOTE HERB	8%
COLLECT 7 (GRASS) 2	A (60%)	2-3	HERB	60%
			AIRWEED	24%
			SPIDER WEB	16%
	B (40%)	3-5	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%
COLLECT 8 (MUSHROOM)	A (70%)	2-3	BLUE MUSHROOM	95%
			INSECT HUSK	5%
	B (30%)	6-8	BLUE MUSHROOM	95%
			INSECT HUSK	5%
INSECT	A (80%)	2-3	BITTERBUG	35%
			FLASHBUG	35%
			WORM	17%
			INSECT HUSK	7%
			SILVER CRICKET	6%
	B (20%)	2-5	GODBUG	33%
			FLASHBUG	31%
			THUNDERBUG	16%
			CARPENTERBUG	12%
			MEGA FISHING FLY	8%

AREA 3

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (MUSHROOM)	FIXED	2-6	BLUE MUSHROOM	75%
			EXCITESHROOM	20%
			INSECT HUSK	5%
COLLECT 2 (FRUIT)	FIXED	3-5	HONEY	85%
			SNAKEBEE LARVA	10%
			INSECT HUSK	5%
COLLECT 3 (MUSHROOM)	FIXED	2-3	BLUE MUSHROOM	62%
			UNIQUE MUSHROOM	33%
			CHOICE MUSHROOM	5%
COLLECT 4 (MUSHROOM)	A (70%)	2-3	BLUE MUSHROOM	95%
			INSECT HUSK	5%
	B (30%)	6-8	BLUE MUSHROOM	95%
			INSECT HUSK	5%
COLLECT 5 (NEST)	A (80%)	2-4	HONEY	75%
			SNAKEBEE LARVA	20%
			INSECT HUSK	5%
	B (20%)	4-6	HONEY	75%
			SNAKEBEE LARVA	20%
			INSECT HUSK	5%
INSECT 1	FIXED	2-3	SPIDER WEB	62%
			WORM	17%
			STINKHOPPER	13%
			INSECT HUSK	8%
INSECT 2	A (80%)	2-3	BITTERBUG	35%
			FLASHBUG	35%
			WORM	17%
			INSECT HUSK	7%
			SILVER CRICKET	6%
	B (20%)	4-5	GODBUG	33%
			FLASHBUG	31%
			THUNDERBUG	16%
			CARPENTERBUG	12%
			MEGA FISHING FLY	8%

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AREA 4

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1	BONUS	1	FOSSIL PIECE	100%
COLLECT 2	BONUS	1	DRAGONBONE PIECE	100%
MINING 1	FIXED	2-4	IRON ORE	100%
MINING 2	FIXED	1-2	IRON ORE	100%
MINING 3	FIXED	1	IRON ORE	100%
MINING 4	A (60%)	2-4	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%
	B (40%)	2	EARTH CRYSTAL	45%
			MACHALITE ORE	25%
			IRON ORE	18%
			AQUAGLOW JEWEL	12%
MINING 5	A (60%)	2-4	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%
	B (40%)	1-3	EARTH CRYSTAL	35%
			AQUAGLOW JEWEL	28%
			IRON ORE	22%
			MACHALITE ORE	15%
MINING 6	A (60%)	2-3	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%
	B (40%)	3-5	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%
MINING 7	A (60%)	1-2	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%
	B (40%)	2-3	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%
MINING 8	A (60%)	1-2	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%
	B (40%)	3-4	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%
MINING 9	A (60%)	1-2	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%
	B (40%)	2-4	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%
INSECT 1	FIXED	2-7	BITTERBUG	23%
			MEGA FISHING FLY	20%
			CARPENTERBUG	16%
			GODBUG	12%
			STINKHOPPER	12%
			FLASHBUG	10%
			THUNDERBUG	7%
INSECT 2	A (70%)	1-3	BITTERBUG	38%
			FLASHBUG	24%
			STINKHOPPER	18%
			BUGHOPPER	12%
			THUNDERBUG	8%
	B (30%)	2-4	GODBUG	33%
			FLASHBUG	31%
			THUNDERBUG	16%
			CARPENTERBUG	12%
			MEGA FISHING FLY	8%

AREA 5

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (BONE)	A (60%)	3-4	MYSTERY BONE	58%
			BONE	34%
			UNKNOWN SKULL	8%
	B (40%)	1-3	UNKNOWN SKULL	40%
			MONSTER BONE S	28%
			MYSTERY BONE	20%
			BONE	12%
INSECT	A (70%)	1-3	BITTERBUG	38%
			FLASHBUG	24%
			STINKHOPPER	18%
			BUGHOPPER	12%
			THUNDERBUG	8%
	B (30%)	2-4	GODBUG	33%
			FLASHBUG	31%
			THUNDERBUG	16%
			CARPENTERBUG	12%
			MEGA FISHING FLY	8%

AREA 6

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (BONE)	FIXED	4-8	BONE	95%
			MYSTERY BONE	5%
COLLECT 2 (BONE)	A (60%)	3-4	MYSTERY BONE	58%
			BONE	34%
			UNKNOWN SKULL	8%
	B (40%)	2-4	UNKNOWN SKULL	40%
			MONSTER BONE S	28%
			MYSTERY BONE	20%
			BONE	12%
COLLECT 3 (BONE)	A (60%)	3-4	MYSTERY BONE	58%
			BONE	34%
			UNKNOWN SKULL	8%
	B (40%)	2-4	UNKNOWN SKULL	40%
			MONSTER BONE S	28%
			MYSTERY BONE	20%
			BONE	12%
COLLECT 4	BONUS	1	FOSSIL PIECE	100%
COLLECT 5	BONUS	1	FOSSIL PIECE	100%
COLLECT 6	BONUS	1	DRAGONBONE PIECE	100%
COLLECT 7	BONUS	1	ODD EGG	100&

AREA 7

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	5-10	HERB	80%
			FELVINE	15%
			INSECT HUSK	5%
COLLECT 2 (ROCK)	FIXED	3-4	WHETSTONE	85%
			INSECT HUSK	8%
			STONE	7%
COLLECT 3 (MUSHROOM)	FIXED	2-3	BLUE MUSHROOM	62%
			UNIQUE MUSHROOM	33%
			CHOICE MUSHROOM	5%
MINING	A (75%)	1-3	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%
	B (25%)	3	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%

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AREA 8

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (BONE)	FIXED	2-4	BONE	95%
			MYSTERY BONE	5%
COLLECT 2 (BONE)	FIXED	2-4	BONE	95%
			MYSTERY BONE	5%
COLLECT 3 (DUNG)	FIXED	2-4	DUNG	92%
			MACHALITE ORE	8%
COLLECT 4	BONUS	1	ODD EGG	100%
MINING	A (60%)	2-3	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%
	B (40%)	1-2	EARTH CRYSTAL	35%
			AQUAGLOW JEWEL	28%
			IRON ORE	22%
			MACHALITE ORE	15%

AREA 9

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (FRUIT)	A (50%)	1-2	PAINTBERRY	60%
			SAP PLANT	32%
			ANTIDOTE HERB	8%
	B (50%)	2-3	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%

AREA 10

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (SHELL)	FIXED	1-3	RED CORAL STONE	70%
			BROKEN SHELL	20%
			JUMBO PEARL	5%
			STONE	5%
COLLECT 2 (ROCK)	FIXED	INFINITE	WORM	75%
			FROG	25%
COLLECT 3	BONUS	1	ABALONE PIECE	100%
COLLECT 4	BONUS	1	FOSSIL PIECE	100%
COLLECT 5	BONUS	1	DRAGONBONE PIECE	100%
MINING 1	FIXED	2-4	IRON ORE	40%
			WHETSTONE	32%
			EARTH CRYSTAL	18%
			MACHALITE ORE	10%
MINING 2	A (70%)	2-3	WHETSTONE	38%
			AQUAGLOW JEWEL	27%
			MACHALITE ORE	22%
			IRON ORE	13%
	B (30%)	3-4	EARTH CRYSTAL	45%
			MACHALITE ORE	25%
			IRON ORE	18%
			AQUAGLOW JEWEL	12%
FISHING	FIXED	INFINITE	SUSHIFISH	34%
			PIN TUNA	24%
			SMALL GOLDENFISH	18%
			SCATTERFISH	14%
			WHETFISH	6%
			MYSTIC NARWHAL	4%

AREA 11

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT	BONUS	1	DRAGONBONE PIECE	100%

AREA 12

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (BONE)	FIXED	4-7	BONE	95%
			MYSTERY BONE	5%
MINING	FIXED	4-10	IRON ORE	48%
			AQUAGLOW JEWEL	20%
			MACHALITE ORE	18%
			MACHALITE ORE	14%

Night

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
FISHING	FIXED	INF.	WHETFISH	24%
			ARMORFISH MORSEL	22%
			PIN TUNA	20%
			GLUTTON TUNA	14%
			POPFISH	12%
			SMALL GOLDENFISH	8%

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (STONE)	FIXED	4-5	WHETSTONE	85%
			INSECT HUSK	8%
			STONE	7%
COLLECT 2 (GRASS)	FIXED	3-6	HERB	80%
			FELVINE	15%
			INSECT HUSK	5%
COLLECT 3 (FIRE)	FIXED	INF.	TORCH	100%
COLLECT 4 (GRASS) 2	A (60%)	2-3	HERB	60%
			AIRWEED	24%
			SPIDER WEB	16%
	B (40%)	1-2	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%
MINING	A (90%)	2-4	IRON ORE	38%
			EARTH CRYSTAL	21%
			STONE	18%
			CARBALITE ORE	12%
			WHETSTONE	11%
	B (10%)	1-2	EARTH CRYSTAL	30%
			MACHALITE ORE	25%
			BLOODRUN JEWEL	18%
			CARBALITE ORE	15%
			IRON ORE	12%
INSECT	A (80%)	2-3	BITTERBUG	44%
			FLASHBUG	28%
			THUNDERBUG	13%
			HERCUDROME	12%
			INSECT HUSK	3%
	B (20%)	1-2	GODBUG	35%
			FLASHBUG	26%
			HERCUDROME	15%
			THUNDERBUG	14%
			WORM	10%

AREA 2

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (NEST)	FIXED	2-4	HONEY	85%
			SNAKEBEE LARVA	10%
			INSECT HUSK	5%
COLLECT 2 (MUSHROOM)	FIXED	3-5	BLUE MUSHROOM	75%
			EXCITESHROOM	20%
			INSECT HUSK	5%
COLLECT 3 (MUSHROOM) 2	A (70%)	2-3	BLUE MUSHROOM	95%
			INSECT HUSK	5%
	B (30%)	6-8	BLUE MUSHROOM	95%
			INSECT HUSK	5%
COLLECT 4 (GRASS)	A (60%)	2-3	HERB	60%
			AIRWEED	24%
			SPIDER WEB	16%
	B (40%)	1-2	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%

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AREA 2 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 5 (NEST) 2	A (80%)	2-4	HONEY	75%
			SNAKEBEE LARVA	20%
			INSECT HUSK	5%
	B (20%)	4-6	HONEY	75%
			SNAKEBEE LARVA	20%
			INSECT HUSK	5%
COLLECT 6 (FRUIT)	A (50%)	2-4	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%
	B (50%)	3-5	PAINTBERRY	60%
			SAP PLANT	32%
			ANTIDOTE HERB	8%
COLLECT 7 (GRASS) 2	A (60%)	2-3	HERB	60%
			AIRWEED	24%
			SPIDER WEB	16%
	B (40%)	3-5	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%
COLLECT 8 (MUSHROOM)	A (70%)	2-3	BLUE MUSHROOM	95%
			INSECT HUSK	5%
	B (30%)	6-8	BLUE MUSHROOM	95%
			INSECT HUSK	5%
INSECT	A (80%)	2-3	BITTERBUG	44%
			FLASHBUG	28%
			THUNDERBUG	13%
			HERCUDROME	12%
			INSECT HUSK	3%
	B (20%)	2-5	GODBUG	35%
			FLASHBUG	26%
			HERCUDROME	15%
			THUNDERBUG	14%
			WORM	10%

AREA 3

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (MUSHROOM)	FIXED	2-6	BLUE MUSHROOM	75%
			EXCITESHROOM	20%
			INSECT HUSK	5%
COLLECT 2 (FRUIT)	FIXED	3-5	HONEY	85%
			SNAKEBEE LARVA	10%
			INSECT HUSK	5%
COLLECT 3 (MUSHROOM)	FIXED	2-3	BLUE MUSHROOM	62%
			UNIQUE MUSHROOM	33%
			CHOICE MUSHROOM	5%
COLLECT 4 (MUSHROOM)	A (70%)	2-3	BLUE MUSHROOM	95%
			INSECT HUSK	5%
	B (30%)	6-8	BLUE MUSHROOM	95%
			INSECT HUSK	5%
COLLECT 5 (NEST)	A (80%)	2-4	HONEY	75%
			SNAKEBEE LARVA	20%
			INSECT HUSK	5%
	B (20%)	4-6	HONEY	75%
			SNAKEBEE LARVA	20%
			INSECT HUSK	5%
INSECT 1	FIXED	2-3	BITTERBUG	33%
			FLASHBUG	19%
			THUNDERBUG	16%
			MEGA FISHING FLY	12%
			KING SCARAB	11%
			HERCUDROME	9%
INSECT 2	A (80%)	2-3	BITTERBUG	44%
			FLASHBUG	28%

AREA 3 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			THUNDERBUG	13%
			HERCUDROME	12%
			INSECT HUSK	3%
	B (20%)	4-5	GODBUG	35%
			FLASHBUG	26%
			HERCUDROME	15%
			THUNDERBUG	14%
			WORM	10%

AREA 4

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1	BONUS	1	FOSSIL PIECE	60%
			GLOAMGRASS BUD	40%
COLLECT 2	BONUS	1	DRAGONBONE PIECE	60%
			GIANT FOSSIL	40%
MINING 1	FIXED	2-4	IRON ORE	100%
MINING 2	FIXED	1-2	IRON ORE	100%
MINING 3	FIXED	1	IRON ORE	100%
MINING 4	A (60%)	2-4	EARTH CRYSTAL	38%
			STONE	32%
			ARMOR SPHERE	23%
			MACHALITE ORE	5%
			CARBALITE ORE	2%
	B (40%)	2	IRON ORE	25%
			MACHALITE ORE	20%
			EARTH CRYSTAL	20%
			STONE	18%
			ARMOR SPHERE+	12%
			LIGHTCRYSTAL	5%
MINING 5	A (60%)	2-4	EARTH CRYSTAL	38%
			STONE	32%
			ARMOR SPHERE	23%
			MACHALITE ORE	5%
			CARBALITE ORE	2%
	B (40%)	1-3	IRON ORE	30%
			WHETSTONE	30%
			STONE	25%
			AQUAGLOW JEWEL	10%
			MACHALITE ORE	5%
MINING 6	A (60%)	2-3	EARTH CRYSTAL	38%
			STONE	22%
			ARMOR SPHERE	23%
			MACHALITE ORE	5%
			CARBALITE ORE	2%
	B (40%)	3-5	EARTH CRYSTAL	38%
			STONE	32%
			ARMOR SPHERE	23%
			MACHALITE ORE	5%
			CARBALITE ORE	2%
MINING 7	A (60%)	1-2	EARTH CRYSTAL	38%
			STONE	32%
			ARMOR SPHERE	23%
			MACHALITE ORE	5%
			CARBALITE ORE	2%
	B (40%)	2-3	EARTH CRYSTAL	38%
			STONE	32%
			ARMOR SPHERE	23%
			MACHALITE ORE	5%
			CARBALITE ORE	2%
MINING 8	A (60%)	1-2	EARTH CRYSTAL	38%
			STONE	32%
			ARMOR SPHERE	23%
			MACHALITE ORE	5%
			CARBALITE ORE	2%
	B (40%)	3-4	EARTH CRYSTAL	38%

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AREA 4 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			STONE	32%
			ARMOR SPHERE	23%
			MACHALITE ORE	5%
			CARBALITE ORE	2%
MINING 9	A (60%)	1-2	EARTH CRYSTAL	38%
			STONE	32%
			ARMOR SPHERE	23%
			MACHALITE ORE	5%
			CARBALITE ORE	2%
	B (40%)	2-4	EARTH CRYSTAL	38%
			STONE	32%
			ARMOR SPHERE	23%
			MACHALITE ORE	5%
			CARBALITE ORE	2%
INSECT 1	FIXED	2-7	BITTERBUG	33%
			FLASHBUG	19%
			THUNDERBUG	16%
			MEGA FISHING FLY	12%
			KING SCARAB	11%
			HERCUDROME	9%
INSECT 2	A (70%)	1-3	BITTERBUG	44%
			FLASHBUG	28%
			THUNDERBUG	13%
			HERCUDROME	12%
			INSECT HUSK	3%
	B (30%)	2-4	GODBUG	35%
			FLASHBUG	26%
			HERCUDROME	15%
			THUNDERBUG	14%
			WORM	10%

AREA 5

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (BONE)	A (60%)	3-4	MYSTERY BONE	58%
			BONE	34%
			UNKNOWN SKULL	8%
	B (40%)	1-3	UNKNOWN SKULL	40%
			MONSTER BONE S	28%
			MYSTERY BONE	20%
			BONE	12%
INSECT	A (70%)	1-3	BITTERBUG	44%
			FLASHBUG	28%
			THUNDERBUG	13%
			HERCUDROME	12%
			INSECT HUSK	3%
	B (30%)	2-4	GODBUG	35%
			FLASHBUG	26%
			HERCUDROME	15%
			THUNDERBUG	14%
			WORM	10%

AREA 6

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (BONE)	FIXED	4-8	BONE	95%
			MYSTERY BONE	5%
COLLECT 2 (BONE)	A (60%)	3-4	MYSTERY BONE	58%
			BONE	34%
			UNKNOWN SKULL	8%
	B (40%)	2-4	UNKNOWN SKULL	40%
			MONSTER BONE S	28%
			MYSTERY BONE	20%
			BONE	12%
COLLECT 3 (BONE)	A (60%)	3-4	MYSTERY BONE	58%
			BONE	34%
			UNKNOWN SKULL	8%

AREA 6 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
	B (40%)	2-4	UNKNOWN SKULL	40%
			MONSTER BONE S	28%
			MYSTERY BONE	20%
			BONE	12%
COLLECT 4	BONUS	1	FOSSIL PIECE	60%
			GLOAMGRASS BUG	40%
COLLECT 5	BONUS	1	FOSSIL PIECE	60%
			GLOAMGRASS BUG	40%
COLLECT 6	BONUS	1	DRAGONBONE PIECE	60%
			GIANT FOSSIL	40%
COLLECT 7	BONUS	1	ODD EGG	60&
			GLOAMGRASS BUG	40%

AREA 7

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	5-10	HERB	80%
			FELVINE	15%
			INSECT HUSK	5%
COLLECT 2 (ROCK)	FIXED	3-4	WHETSTONE	85%
			INSECT HUSK	8%
			STONE	7%
COLLECT 3 (MUSHROOM)	FIXED	2-3	BLUE MUSHROOM	62%
			UNIQUE MUSHROOM	33%
			CHOICE MUSHROOM	5%
MINING	A (75%)	1-3	IRON ORE	38%
			EARTH CRYSTAL	21%
			STONE	18%
			CARBALITE ORE	12%
			WHETSTONE	11%
	B (25%)	3	IRON ORE	38%
			EARTH CRYSTAL	21%
			STONE	18%
			CARBALITE ORE	12%
			WHETSTONE	11%

AREA 8

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (BONE)	FIXED	2-4	BONE	95%
			MYSTERY BONE	5%
COLLECT 2 (BONE)	FIXED	2-4	BONE	95%
			MYSTERY BONE	5%
COLLECT 3 (DUNG)	FIXED	2-4	DUNG	92%
			MACHALITE ORE	8%
COLLECT 4	BONUS	1	ODD EGG	60%
			GLOAMGRASS BUD	40%
MINING	A (60%)	2-3	EARTH CRYSTAL	38%
			STONE	32%
			ARMOR SPHERE	23%
			MACHALITE ORE	5%
			CARBALITE ORE	2%
	B (40%)	1-2	IRON ORE	30%
			WHETSTONE	30%
			STONE	22%
			AQUAGLOW JEWEL	10%
			MACHALITE ORE	5%

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AREA 9

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (FRUIT)	A (50%)	1-2	PAINTBERRY	60%
			SAP PLANT	32%
			ANTIDOTE HERB	8%
	B (50%)	2-3	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%

AREA 10

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (SHELL)	FIXED	1-3	RED CORAL STONE	70%
			BROKEN SHELL	20%
			JUMBO PEARL	5%
			STONE	5%
COLLECT 2 (ROCK)	FIXED	INFINITE	WORM	75%
			FROG	25%
COLLECT 3	BONUS	1	ABALONE PIECE	60%
			GIANT FOSSIL	40%
COLLECT 4	BONUS	1	FOSSIL PIECE	60%
			GLOAMGRASS BUD	40%
COLLECT 5	BONUS	1	DRAGONBONE PIECE	60%
			GIANT FOSSIL	40%
MINING 1	FIXED	2-4	EARTH CRYSTAL	30%
			MACHALITE ORE	22%
			BLOODRUN JEWEL	18%
			DRAGONITE ORE	15%
			CARBALITE ORE	15%
MINING 2	A (70%)	2-3	IRON ORE	30%
			WHETSTONE	30%
			STONE	25%
			AQUAGLOW JEWEL	10%
			MACHALITE ORE	5%
	B (30%)	3-4	IRON ORE	25%
			MACHALITE ORE	20%
			EARTH CRYSTAL	20%
			STONE	18%
			ARMOR SPHERE+	12%
			LIGHTCRYSTAL	5%
FISHING	FIXED	INFINITE	SUSHIFISH	34%
			PIN TUNA	24%
			SCATTERFISH	14%
			SMALL GOLDENFISH	12%
			MYSTIC NARWHAL	10%
			WHETFISH	6%

AREA 11

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT	BONUS	1	DRAGONBONE PIECE	60%
			GIANT FOSSIL	40%

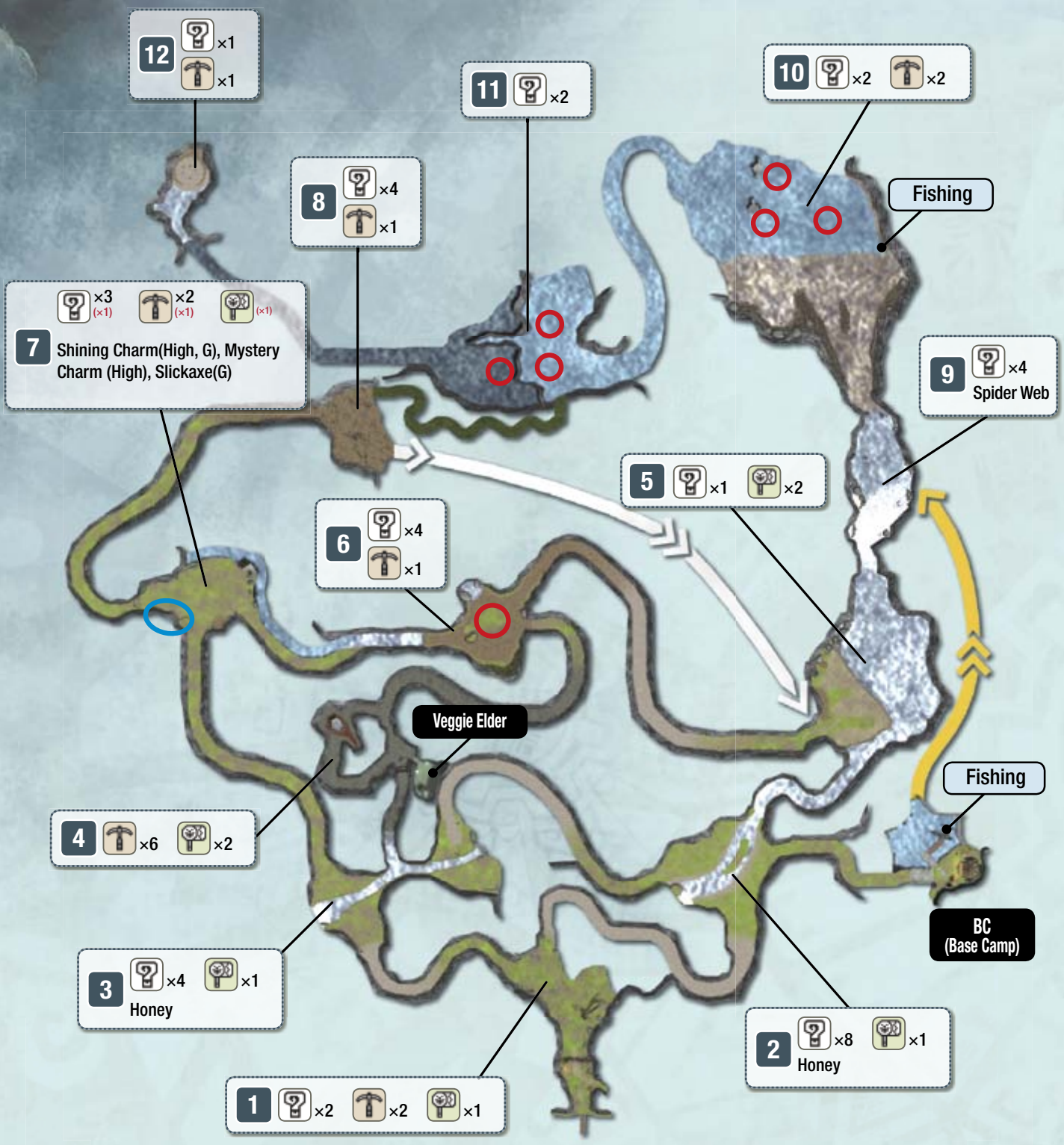
AREA 12

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (BONE)	FIXED	4-7	BONE	95%
			MYSTERY BONE	5%
MINING	FIXED	4-10	IRON ORE	35%
			WHETSTONE	25%
			MACHALITE ORE	18%
			CARBALITE ORE	12%
			AQUAGLOW JEWEL	10%

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Deserted Island



Breakable Hidden

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Low-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
FISHING	FIXED	INF.	PIN TUNA	38%
			WHETFISH	24%
			GLUTTON TUNA	18%
			POPFISH	12%
			SMALL GOLDENFISH	8%

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	3-6	HERB	80%
			FELVINE	15%
			INSECT HUSK	5%
COLLECT 2 (GRASS)	A (60%)	2-3	HERB	60%
			AIRWEED	24%
			SPIDER WEB	16%
	B (40%)	3-5	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%
MINING 1	FIXED	2-5	IRON ORE	40%
			STONE	32%
			EARTH CRYSTAL	18%
			WHETSTONE	10%
MINING	A (60%)	2-4	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%
	B (40%)	1-2	EARTH CRYSTAL	35%
			AQUAGLOW JEWEL	28%
			IRON ORE	22%
			MACHALITE ORE	15%
INSECT	A (80%)	2-3	BITTERBUG	35%
			FLASHBUG	35%
			WORM	17%
			INSECT HUSK	7%
			SILVER CRICKET	6%
	B (20%)	1-2	GODBUG	33%
			FLASHBUG	31%
			THUNDERBUG	16%
			CARPENTERBUG	12%
			MEGA FISHING FLY	8%

AREA 2

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (NEST)	FIXED	2-4	HONEY	85%
			SNAKEBEE LARVA	10%
			INSECT HUSK	5%
COLLECT 2 (MUSHROOM)	FIXED	3-5	BLUE MUSHROOM	62%
			UNIQUE MUSHROOM	33%
			CHOICE MUSHROOM	5%
COLLECT 3 (MUSHROOM)	A (80%)	2-3	UNIQUE MUSHROOM	70%
			BLUE MUSHROOM	25%
			CHOICE MUSHROOM	5%
	B (30%)	2-4	CHOICE MUSHROOM	50%
			DRAGON TOADSTOOL	27%
			EXCITESHROOM	18%
			UNIQUE MUSHROOM	5%
COLLECT 4 (GRASS)	A (60%)	2-3	HERB	60%
			AIRWEED	24%

AREA 2 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			SPIDER WEB	16%
	B (40%)	3-4	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%
COLLECT 5 (NEST) 2	A (80%)	2-3	HONEY	75%
			SNAKEBEE LARVA	20%
			INSECT HUSK	5%
	B (20%)	4-5	HONEY	75%
			SNAKEBEE LARVA	20%
			INSECT HUSK	5%
COLLECT 6 (FRUIT)	A (50%)	2-3	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%
	B (50%)	2-3	PAINTBERRY	60%
			SAP PLANT	32%
			ANTIDOTE HERB	8%
COLLECT 7 (GRASS) 2	A (60%)	1-2	HERB	60%
			AIRWEED	24%
			SPIDER WEB	16%
	B (40%)	2-3	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%
COLLECT 8 (MUSHROOM)	A (80%)	1-3	UNIQUE MUSHROOM	70%
			BLUE MUSHROOM	25%
			CHOICE MUSHROOM	5%
	B (20%)	2-3	CHOICE MUSHROOM	50%
			DRAGON TOADSTOOL	27%
			EXCITESHROOM	18%
			UNIQUE MUSHROOM	5%
INSECT	A (80%)	2-3	BITTERBUG	35%
			FLASHBUG	35%
			WORM	17%
			INSECT HUSK	7%
			SILVER CRICKET	6%
	B (20%)	2-3	GODBUG	33%
			FLASHBUG	31%
			THUNDERBUG	16%
			CARPENTERBUG	12%
			MEGA FISHING FLY	8%

AREA 3

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	4-5	HONEY	85%
			SNAKEBEE LARVA	10%
			INSECT HUSK	5%
COLLECT 2 (MUSHROOM)	FIXED	2-6	BLUE MUSHROOM	62%
			UNIQUE MUSHROOM	33%
			CHOICE MUSHROOM	5%
COLLECT 3 (MUSHROOM)	A (80%)	3-4	BLUE MUSHROOM	65%
			EXCITESHROOM	20%
			UNIQUE MUSHROOM	15%
	B (20%)	2-4	CHOICE MUSHROOM	50%
			DRAGON TOADSTOOL	27%
			EXCITESHROOM	18%
			UNIQUE MUSHROOM	5%
COLLECT 4 (NEST)	A (80%)	2-4	HONEY	75%
			SNAKEBEE LARVA	20%

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AREA 3 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			INSECT HUSK	5%
	B (20%)	4-6	HONEY	75%
			SNAKEBEE LARVA	20%
			INSECT HUSK	5%
INSECT	A (80%)	2-3	BITTERBUG	35%
			FLASHBUG	35%
			WORM	17%
			INSECT HUSK	7%
			SILVER CRICKET	6%
	B (20%)	4-5	GODBUG	33%
			FLASHBUG	31%
			THUNDERBUG	16%
			CARPENTERBUG	12%
			MEGA FISHING FLY	8%

AREA 4

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING 1	A (60%)	2-4	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%
	B (40%)	3-5	EARTH CRYSTAL	45%
			MACHALITE ORE	25%
			IRON ORE	18%
			AQUAGLOW JEWEL	12%
MINING 2	A (60%)	2-4	EARTH CRYSTAL	45%
			MACHALITE ORE	25%
			IRON ORE	18%
			AQUAGLOW JEWEL	12%
	B (40%)	3-5	EARTH CRYSTAL	35%
			AQUAGLOW JEWEL	28%
			IRON ORE	22%
			MACHALITE ORE	15%
MINING 3	A (60%)	2-4	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%
	B (40%)	3-5	EARTH CRYSTAL	35%
			AQUAGLOW JEWEL	28%
			IRON ORE	22%
			MACHALITE ORE	15%
MINING 4	A (60%)	2-4	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%
	B (40%)	3-5	EARTH CRYSTAL	35%
			AQUAGLOW JEWEL	28%
			IRON ORE	22%
			MACHALITE ORE	15%
MINING 5	A (60%)	2-4	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%
	B (40%)	3-5	EARTH CRYSTAL	35%
			AQUAGLOW JEWEL	28%
			IRON ORE	22%
			MACHALITE ORE	15%
MINING 6	A (60%)	1-2	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%
	B (40%)	3-5	EARTH CRYSTAL	35%
			AQUAGLOW JEWEL	28%
			IRON ORE	22%

AREA 4 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			MACHALITE ORE	15%
INSECT 1	FIXED	4-7	BITTERBUG	23%
			MEGA FISHING FLY	20%
			CARPENTERBUG	16%
			GODBUG	12%
			STINKHOPPER	12%
			FLASHBUG	10%
			THUNDERBUG	7%
INSECT 2	A (70%)	1-3	BITTERBUG	38%
			FLASHBUG	24%
			STINKHOPPER	18%
			BUGHOPPER	12%
			THUNDERBUG	8%
	B (30%)	3-6	GODBUG	33%
			FLASHBUG	31%
			THUNDERBUG	16%
			CARPENTERBUG	12%
			MEGA FISHING FLY	8%

AREA 5

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (BONE)	A (60%)	3-4	MYSTERY BONE	58%
			BONE	34%
			UNKNOWN SKULL	8%
	B (40%)	2-4	UNKNOWN SKULL	40%
			MONSTER BONE S	28%
			MYSTERY BONE	20%
			BONE	12%
INSECT 1	FIXED	1-3	SPIDER WEB	62%
			WORM	17%
			STINKHOPPER	13%
			INSECT HUSK	8%
INSECT 2	A (70%)	1-3	BITTERBUG	38%
			FLASHBUG	24%
			STINKHOPPER	18%
			BUGHOPPER	12%
			THUNDERBUG	8%
	B (30%)	3-6	GODBUG	33%
			FLASHBUG	31%
			THUNDERBUG	16%
			CARPENTERBUG	12%
			MEGA FISHING FLY	8%

AREA 6

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (MUSHROOM)	FIXED	1-3	BLUE MUSHROOM	62%
			UNIQUE MUSHROOM	33%
			CHOICE MUSHROOM	5%
COLLECT 2 (BONE)	FIXED	4-5	BONE	95%
			MYSTERY BONE	5%
COLLECT 3 (BONE)	A (60%)	3-4	MYSTERY BONE	58%
			BONE	34%
			UNKNOWN SKULL	8%
	B (40%)	2-4	UNKNOWN SKULL	40%
			MONSTER BONE S	28%
			MYSTERY BONE	20%
			BONE	12%
COLLECT 4 (BONE)	A (60%)	3-4	MYSTERY BONE	58%
			BONE	34%
			UNKNOWN SKULL	8%
	B (40%)	2-4	UNKNOWN SKULL	40%
			MONSTER BONE S	28%
			MYSTERY BONE	20%
			BONE	12%
MINING	FIXED	3-6	WHETSTONE	46%
			IRON ORE	26%
			AQUAGLOW JEWEL	16%
			MACHALITE ORE	12%

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AREA 7

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	5-10	HERB	80%
			FELVINE	15%
			INSECT HUSK	5%
COLLECT 2 (ROCK)	FIXED	3-4	WHETSTONE	85%
			INSECT HUSK	8%
			STONE	7%
COLLECT 3 (MUSHROOM)	FIXED	2-3	BLUE MUSHROOM	62%
			UNIQUE MUSHROOM	33%
			CHOICE MUSHROOM	5%
MINING 1	FIXED	3-4	IRON ORE	40%
			STONE	32%
			EARTH CRYSTAL	18%
			WHETSTONE	10%
MINING 2	A (60%)	2-4	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%
	B (40%)	3-5	EARTH CRYSTAL	35%
			AQUAGLOW JEWEL	28%
			IRON ORE	22%
			MACHALITE ORE	15%

AREA 8

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (EGG)	FIXED	INFINITE	WYVERN EGG	95%
			MONSTER BONE S	5%
COLLECT 2 (BONE)	FIXED	2-3	BONE	95%
			MYSTERY BONE	5%
COLLECT 3 (BONE)	FIXED	3-7	BONE	95%
			MYSTERY BONE	5%
COLLECT 4 (DUNG)	FIXED	3-6	DUNG	92%
			MACHALITE ORE	8%
MINING	A (52%)	2-3	IRON ORE	38%
			EARTH CRYSTAL	27%
			STONE	18%
			WHETSTONE	17%
	B (48%)	3-6	EARTH CRYSTAL	45%
			MACHALITE ORE	25%
			IRON ORE	18%
			AQUAGLOW JEWEL	12%

AREA 9

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	3-5	HUSKBERRY	65%
			SPIDER WEB	25%
			INSECT HUSK	10%
COLLECT 2 (FRUIT)	FIXED	2-3	HUSKBERRY	65%
			SPIDER WEB	25%
			INSECT HUSK	10%
COLLECT 3 (GRASS)	A (50%)	2-4	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%
	B (50%)	1-3	PAINTBERRY	60%
			SAP PLANT	32%
			ANTIDOTE HERB	8%
COLLECT 4 (FRUIT)	A (80%)	3-4	HUSKBERRY	70%
			SPIDER WEB	20%
			INSECT HUSK	10%
	B (20%)	2-3	SPIDER WEB	75%
			HUSKBERRY	20%
			INSECT HUSK	5%

AREA 10

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (SHELL)	FIXED	1-3	RED CORAL STONE	70%
			BROKEN SHELL	20%
			JUMBO PEARL	5%
			STONE	5%
COLLECT 2 (ROCK)	FIXED	INFINITE	WORM	75%
			FROG	25%
COLLECT 3 (SHELL)	FIXED	1-3	RED CORAL STONE	70%
			BROKEN SHELL	20%
			JUMBO PEARL	5%
			STONE	5%
COLLECT 4 (SHELL)	FIXED	2-3	RED CORAL STONE	70%
			BROKEN SHELL	20%
			JUMBO PEARL	5%
			STONE	5%
COLLECT 5 (SHELL)	FIXED	2-3	RED CORAL STONE	70%
			BROKEN SHELL	20%
			JUMBO PEARL	5%
			STONE	5%
MINING 1	FIXED	3-5	IRON ORE	40%
			WHETSTONE	32%
			EARTH CRYSTAL	18%
			MACHALITE ORE	10%
MINING 2	A (52%)	2-3	WHETSTONE	38%
			AQUAGLOW JEWEL	27%
			MACHALITE ORE	22%
			IRON ORE	13%
	B (48%)	3-6	EARTH CRYSTAL	45%
			MACHALITE ORE	25%
			IRON ORE	18%
			AQUAGLOW JEWEL	12%
FISHING	FIXED	INFINITE	WHETFISH	22%
			SUSHIFISH	22%
			PIN TUNA	20%
			POPFISH	18%
			SMALL GOLDENFISH	8%
			GOLDENFISH	5%
			SPEARTUNA	5%

AREA 11

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (SHELL)	FIXED	1-3	RED CORAL STONE	70%
			BROKEN SHELL	20%
			JUMBO PEARL	5%
			STONE	5%
COLLECT 2 (SHELL)	FIXED	2-3	RED CORAL STONE	70%
			BROKEN SHELL	20%
			JUMBO PEARL	5%
			STONE	5%

AREA 12

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (BONE)	FIXED	3-5	BONE	95%
			MYSTERY BONE	5%
MINING	FIXED	4-10	IRON ORE	48%
			AQUAGLOW JEWEL	20%
			MACHALITE ORE	18%
			MACHALITE ORE	14%

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High-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
FISHING	FIXED	INF.	PIN TUNA	38%
			WHETFISH	24%
			GLUTTON TUNA	18%
			POPFISH	12%
			SMALL GOLDENFISH	8%

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	3-6	HERB	80%
			FELVINE	15%
			INSECT HUSK	5%
COLLECT 2 (GRASS)	A (60%)	2-3	HERB	60%
			AIRWEED	24%
			SPIDER WEB	16%
	B (40%)	3-5	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%
MINING 1	FIXED	2-5	IRON ORE	35%
			WHETSTONE	25%
			MACHALITE ORE	18%
			CARBALITE ORE	12%
			AQUAGLOW JEWEL	10%
MINING 2	A (60%)	2-4	EARTH CRYSTAL	38%
			IRON ORE	27%
			MACHALITE ORE	18%
			CARBALITE ORE	17%
	B (40%)	3-5	EARTH CRYSTAL	30%
			AQUAGLOW JEWEL	27%
			IRON ORE	18%
			CARBALITE ORE	15%
			ARMOR SPHERE	10%
INSECT	A (60%)	2-3	BITTERBUG	35%
			FLASHBUG	32%
			INSECT HUSK	12%
			KING SCARAB	11%
			WORM	10%
	B (40%)	4-5	GODBUG	31%
			FROG	21%
			THUNDERBUG	16%
			HERCUDROME	13%
			INSECT HUSK	10%
			CARPENTERBUG	9%

AREA 2

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (NEST)	FIXED	2-4	HONEY	85%
			SNAKEBEE LARVA	10%
			INSECT HUSK	5%
COLLECT 2 (MUSHROOM)	FIXED	1-2	BLUE MUSHROOM	62%
			UNIQUE MUSHROOM	33%
			CHOICE MUSHROOM	5%
COLLECT 3 (MUSHROOM)	A (80%)	2-3	UNIQUE MUSHROOM	70%
			BLUE MUSHROOM	25%
			CHOICE MUSHROOM	5%
	B (30%)	2-4	CHOICE MUSHROOM	50%
			DRAGON TOADSTOOL	27%
			EXCITESHROOM	18%
			UNIQUE MUSHROOM	5%
COLLECT 4 (GRASS)	A (60%)	2-3	HERB	60%
			AIRWEED	24%

AREA 2 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			SPIDER WEB	16%
	B (40%)	3-4	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%
COLLECT 5 (NEST) 2	A (80%)	2-3	HONEY	75%
			SNAKEBEE LARVA	20%
			INSECT HUSK	5%
	B (20%)	4-5	HONEY	75%
			SNAKEBEE LARVA	20%
			INSECT HUSK	5%
COLLECT 6 (FRUIT)	A (50%)	2-3	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%
	B (50%)	2-3	PAINTBERRY	60%
			SAP PLANT	32%
			ANTIDOTE HERB	8%
COLLECT 7 (GRASS) 2	A (60%)	1-2	HERB	60%
			AIRWEED	24%
			SPIDER WEB	16%
	B (40%)	2-3	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%
COLLECT 8 (MUSHROOM)	A (80%)	1-3	UNIQUE MUSHROOM	70%
			BLUE MUSHROOM	25%
			CHOICE MUSHROOM	5%
	B (20%)	2-3	CHOICE MUSHROOM	50%
			DRAGON TOADSTOOL	27%
			EXCITESHROOM	18%
			UNIQUE MUSHROOM	5%
INSECT	A (80%)	2-3	BITTERBUG	35%
			FLASHBUG	32%
			INSECT HUSK	12%
			KING SCARAB	11%
			WORM	10%
	B (20%)	2-3	GODBUG	31%
			FROG	21%
			THUNDERBUG	16%
			HERCUDROME	13%
			INSECT HUSK	10%
			CARPENTERBUG	9%

AREA 3

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	4-5	HONEY	85%
			SNAKEBEE LARVA	10%
			INSECT HUSK	5%
COLLECT 2 (MUSHROOM)	FIXED	2-6	BLUE MUSHROOM	62%
			UNIQUE MUSHROOM	33%
			CHOICE MUSHROOM	5%
COLLECT 3 (MUSHROOM)	A (80%)	3-4	BLUE MUSHROOM	65%
			EXCITESHROOM	20%
			UNIQUE MUSHROOM	15%
	B (20%)	2-4	CHOICE MUSHROOM	50%
			DRAGON TOADSTOOL	27%
			EXCITESHROOM	18%
			UNIQUE MUSHROOM	5%
COLLECT 4 (NEST)	A (80%)	2-4	HONEY	75%
			SNAKEBEE LARVA	20%
			INSECT HUSK	5%
	B (20%)	4-6	HONEY	75%
			SNAKEBEE LARVA	20%

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AREA 3 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			INSECT HUSK	5%
INSECT	A (80%)	2-3	BITTERBUG	35%
			FLASHBUG	32%
			INSECT HUSK	12%
			KING SCARAB	11%
			WORM	10%
	B (20%)	4-5	GODBUG	31%
			FROG	21%
			THUNDERBUG	16%
			HERCUDROME	13%
			INSECT HUSK	10%
			CARPENTERBUG	9%

AREA 4

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING 1	A (60%)	2-4	EARTH CRYSTAL	38%
			IRON ORE	27%
			MACHALITE ORE	18%
			CARBALITE ORE	17%
	B (40%)	3-5	EARTH CRYSTAL	30%
			AQUAGLOW JEWEL	27%
			IRON ORE	18%
			CARBALITE ORE	15%
			ARMOR SPHERE	10%
MINING 2	A (60%)	2-4	EARTH CRYSTAL	45%
			MACHALITE ORE	25%
			IRON ORE	18%
			SUNSPIRE JEWEL	12%
	B (40%)	3-5	EARTH CRYSTAL	30%
			AQUAGLOW JEWEL	27%
			IRON ORE	18%
			CARBALITE ORE	15%
			ARMOR SPHERE	10%
MINING 3	A (60%)	2-4	EARTH CRYSTAL	38%
			IRON ORE	27%
			MACHALITE ORE	18%
			CARBALITE ORE	17%
	B (40%)	3-5	EARTH CRYSTAL	30%
			AQUAGLOW JEWEL	27%
			IRON ORE	18%
			CARBALITE ORE	15%
			ARMOR SPHERE	10%
MINING 4	A (60%)	2-4	EARTH CRYSTAL	38%
			IRON ORE	27%
			MACHALITE ORE	18%
			CARBALITE ORE	17%
	B (40%)	3-5	EARTH CRYSTAL	30%
			AQUAGLOW JEWEL	27%
			IRON ORE	18%
			CARBALITE ORE	15%
			ARMOR SPHERE	10%
MINING 5	A (60%)	2-4	EARTH CRYSTAL	38%
			IRON ORE	27%
			MACHALITE ORE	18%
			CARBALITE ORE	17%
	B (40%)	3-5	EARTH CRYSTAL	30%
			AQUAGLOW JEWEL	27%
			IRON ORE	18%
			CARBALITE ORE	15%
			ARMOR SPHERE	10%
MINING 6	A (60%)	2-4	EARTH CRYSTAL	38%
			IRON ORE	27%
			MACHALITE ORE	18%

AREA 4 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			CARBALITE ORE	17%
	B (40%)	3-5	EARTH CRYSTAL	30%
			AQUAGLOW JEWEL	27%
			IRON ORE	18%
			CARBALITE ORE	15%
			ARMOR SPHERE	10%
INSECT 1	FIXED	4-7	BITTERBUG	23%
			MEGA FISHING FLY	20%
			CARPENTERBUG	16%
			GODBUG	12%
			STINKHOPPER	12%
			FLASHBUG	10%
			THUNDERBUG	7%
INSECT 2	A (70%)	1-3	BITTERBUG	32%
			FLASHBUG	24%
			SILVER CRICKET	14%
			INSECT HUSK	12%
			GOLD CRICKET	10%
			THUNDERBUG	8%
	B (30%)	3-6	GODBUG	31%
			FROG	21%
			THUNDERBUG	16%
			HERCUDROME	13%
			INSECT HUSK	10%
			CARPENTERBUG	9%

AREA 5

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (BONE)	A (60%)	3-4	MYSTERY BONE	58%
			BONE	34%
			UNKNOWN SKULL	8%
	B (40%)	2-4	UNKNOWN SKULL	40%
			MONSTER BONE S	28%
			MYSTERY BONE	20%
			BONE	12%
INSECT 1	FIXED	3-5	BITTERBUG	33%
			FLASHBUG	19%
			THUNDERBUG	16%
			MEGA FISHING FLY	12%
			KING SCARAB	11%
			HERCUDROME	9%
INSECT 2	A (70%)	1-3	BITTERBUG	32%
			FLASHBUG	24%
			SILVER CRICKET	14%
			INSECT HUSK	12%
			GOLD CRICKET	10%
			THUNDERBUG	8%
	B (30%)	3-6	GODBUG	31%
			FROG	21%
			THUNDERBUG	16%
			HERCUDROME	13%
			INSECT HUSK	10%
			CARPENTERBUG	9%

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AREA 6

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (MUSHROOM)	FIXED	1-3	BLUE MUSHROOM	62%
			UNIQUE MUSHROOM	33%
			CHOICE MUSHROOM	5%
COLLECT 2 (BONE)	FIXED	4-5	BONE	95%
			MYSTERY BONE	5%
COLLECT 3 (BONE)	A (60%)	3-4	MYSTERY BONE	58%
			BONE	34%
			UNKNOWN SKULL	8%
	B (40%)	2-4	UNKNOWN SKULL	40%
			MONSTER BONE S	28%
			MYSTERY BONE	20%
			BONE	12%
COLLECT 4 (BONE)	A (60%)	3-4	MYSTERY BONE	58%
			BONE	34%
			UNKNOWN SKULL	8%
	B (40%)	2-4	UNKNOWN SKULL	40%
			MONSTER BONE S	28%
			MYSTERY BONE	20%
			BONE	12%
MINING	FIXED	3-6	IRON ORE	35%
			WHETSTONE	25%
			MACHALITE ORE	18%
			CARBALITE ORE	12%
			AQUAGLOW JEWEL	10%

AREA 7

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	3-5	IVY	75%
			INSECT HUSK	25%
COLLECT 2 (ROCK)	FIXED	3-4	WHETSTONE	85%
			INSECT HUSK	8%
			STONE	7%
COLLECT 3 (MUSHROOM)	FIXED	2-4	BLUE MUSHROOM	62%
			UNIQUE MUSHROOM	33%
			CHOICE MUSHROOM	5%
MINING 1	FIXED	3-4	WHETSTONE	46%
			IRON ORE	26%
			AQUAGLOW JEWEL	16%
			MACHALITE ORE	12%
MINING 2	A (60%)	2-4	EARTH CRYSTAL	38%
			IRON ORE	27%
			MACHALITE ORE	18%
			CARBALITE ORE	17%
	B (40%)	3-5	EARTH CRYSTAL	30%
			AQUAGLOW JEWEL	27%
			IRON ORE	18%
			CARBALITE ORE	15%
			ARMOR SPHERE	10%

AREA 8

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (EGG)	FIXED	INFINITE	WYVERN EGG	95%
			MONSTER BONE S	5%
COLLECT 2 (BONE)	FIXED	2-3	BONE	95%
			MYSTERY BONE	5%
COLLECT 3 (BONE)	FIXED	3-7	BONE	95%
			MYSTERY BONE	5%
COLLECT 4 (DUNG)	FIXED	3-6	DUNG	92%
			MACHALITE ORE	8%
MINING	A (52%)	2-3	ARMOR SPHERE+	38%
			AQUAGLOW JEWEL	27%
			MACHALITE ORE	22%
			IRON ORE	13%
	B (48%)	3-6	EARTH CRYSTAL	45%
			MACHALITE ORE	25%
			IRON ORE	18%
			SUNSPIRE JEWEL	12%

AREA 9

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	3-5	HUSKBERRY	65%
			SPIDER WEB	25%
			INSECT HUSK	10%
COLLECT 2 (FRUIT)	FIXED	2-3	HUSKBERRY	65%
			SPIDER WEB	25%
			INSECT HUSK	10%
COLLECT 3 (GRASS)	A (50%)	2-4	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%
	B (50%)	1-3	PAINTBERRY	60%
			SAP PLANT	32%
			ANTIDOTE HERB	8%
COLLECT 4 (FRUIT)	A (80%)	3-4	HUSKBERRY	70%
			SPIDER WEB	20%
			INSECT HUSK	10%
	B (20%)	2-3	SPIDER WEB	75%
			HUSKBERRY	20%
			INSECT HUSK	5%

AREA 10

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (SHELL)	FIXED	1-3	RED CORAL STONE	70%
			BROKEN SHELL	20%
			JUMBO PEARL	5%
			STONE	5%
COLLECT 2 (ROCK)	FIXED	INFINITE	WORM	75%
			FROG	25%
COLLECT 3 (SHELL)	FIXED	1-3	RED CORAL STONE	70%
			BROKEN SHELL	20%
			JUMBO PEARL	5%
			STONE	5%
COLLECT 4 (SHELL)	FIXED	2-3	RED CORAL STONE	70%
			BROKEN SHELL	15%
			BLACK PEARL	10%
			JUMBO PEARL	5%
COLLECT 5 (SHELL)	FIXED	2-3	RED CORAL STONE	70%
			BROKEN SHELL	15%
			BLACK PEARL	10%
			JUMBO PEARL	5%
MINING 1	FIXED	3-5	IRON ORE	40%
			WHETSTONE	32%
			EARTH CRYSTAL	18%
			MACHALITE ORE	10%
MINING 2	A (52%)	2-3	ARMOR SPHERE+	38%
			AQUAGLOW JEWEL	27%
			MACHALITE ORE	22%
			IRON ORE	13%
	B (48%)	3-6	EARTH CRYSTAL	45%
			MACHALITE ORE	25%
			IRON ORE	18%
			SUNSPIRE JEWEL	12%
FISHING	FIXED	INFINITE	POPFISH	18%
			PIN TUNA	18%
			WHETFISH	17%
			SUSHIFISH	17%
			SMALL GOLDENFISH	12%
			GOLDENFISH	8%
			SPEARTUNA	5%
			SILVERFISH	5%

AREA 11

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (SHELL)	FIXED	1-3	RED CORAL STONE	70%
			BROKEN SHELL	20%
			JUMBO PEARL	5%
			STONE	5%
COLLECT 2 (SHELL)	FIXED	2-3	RED CORAL STONE	70%
			BROKEN SHELL	15%
			BLACK PEARL	10%
			JUMBO PEARL	5%

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AREA 12

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (BONE)	FIXED	3-5	BONE	95%
			MYSTERY BONE	5%
MINING	FIXED	4-10	EARTH CRYSTAL	30%
			MACHALITE ORE	22%
			BLOODRUN JEWEL	18%
			DRAGONITE ORE	15%
			CARBALITE ORE	15%

G-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
FISHING	FIXED	INF.	PIN TUNA	38%
			WHETFISH	24%
			GLUTTON TUNA	18%
			POPFISH	12%
			SMALL GOLDENFISH	8%

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	3-6	HERB	80%
			FELVINE	15%
			INSECT HUSK	5%
COLLECT 2 (GRASS)	A (60%)	2-3	HERB	60%
			AIRWEED	24%
			SPIDER WEB	16%
	B (40%)	3-5	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%
MINING 1	FIXED	2-5	ELTALITE ORE	28%
			CARBALITE ORE	23%
			BLOODRUN JEWEL	18%
			DRAGONITE ORE	16%
			IRON ORE	12%
			ADAMANT ORB	3%
MINING 2	A (60%)	2-4	EARTH CRYSTAL	38%
			WHETSTONE	22%
			CARBALITE ORE	18%
			ELTALITE ORE	17%
			STONE	5%
	B (40%)	3-5	EARTH CRYSTAL	35%
			DRAGONITE ORE	28%
			DRAGONITE ORE	22%
			ELTALITE ORE	15%
INSECT	A (60%)	2-3	BITTERBUG	35%
			FLASHBUG	21%
			SILVER CRICKET	14%
			INSECT HUSK	12%
			WORM	11%
			EMPEROR HOPPER	7%
	B (40%)	4-5	FLASHBUG	20%
			STINKHOPPER	18%
			CARPENTERBUG	16%
			GOLD CRICKET	15%
			HERCUDROME	12%
			MEGA FISHING FLY	11%
			FROG	8%

AREA 2

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (NEST)	FIXED	2-4	HONEY	85%
			SNAKEBEE LARVA	10%
			INSECT HUSK	5%
COLLECT 2 (MUSHROOM)	FIXED	1-2	BLUE MUSHROOM	62%
			UNIQUE MUSHROOM	33%
			CHOICE MUSHROOM	5%

AREA 2 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 3 (MUSHROOM)	A (80%)	2-3	UNIQUE MUSHROOM	70%
			BLUE MUSHROOM	25%
			CHOICE MUSHROOM	5%
	B (30%)	2-4	CHOICE MUSHROOM	50%
			DRAGON TOADSTOOL	27%
			EXCITESHROOM	18%
			UNIQUE MUSHROOM	5%
COLLECT 4 (GRASS)	A (60%)	2-3	HERB	60%
			AIRWEED	24%
			SPIDER WEB	16%
	B (40%)	3-4	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%
COLLECT 5 (NEST)	A (80%)	2-3	HONEY	75%
			SNAKEBEE LARVA	20%
			INSECT HUSK	5%
	B (20%)	4-5	HONEY	75%
			SNAKEBEE LARVA	20%
			INSECT HUSK	5%
COLLECT 6 (FRUIT)	A (50%)	2-3	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%
	B (50%)	2-3	PAINTBERRY	60%
			SAP PLANT	32%
			ANTIDOTE HERB	8%
COLLECT 7 (GRASS)	A (60%)	1-2	HERB	60%
			AIRWEED	24%
			SPIDER WEB	16%
	B (40%)	2-3	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%
COLLECT 8 (MUSHROOM)	A (80%)	1-3	UNIQUE MUSHROOM	70%
			BLUE MUSHROOM	25%
			CHOICE MUSHROOM	5%
	B (20%)	2-3	CHOICE MUSHROOM	50%
			DRAGON TOADSTOOL	27%
			EXCITESHROOM	18%
			UNIQUE MUSHROOM	5%
INSECT	A (80%)	2-3	BITTERBUG	35%
			FLASHBUG	21%
			SILVER CRICKET	14%
			INSECT HUSK	12%
			WORM	11%
			EMPEROR HOPPER	7%
	B (20%)	2-3	FLASHBUG	20%
			STINKHOPPER	18%
			CARPENTERBUG	16%
			GOLD CRICKET	15%
			HERCUDROME	12%
			MEGA FISHING FLY	11%
			FROG	8%

AREA 3

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	4-5	HONEY	85%
			SNAKEBEE LARVA	10%
			INSECT HUSK	5%
COLLECT 2 (MUSHROOM)	FIXED	2-6	BLUE MUSHROOM	62%
			UNIQUE MUSHROOM	33%
			CHOICE MUSHROOM	5%
COLLECT 3 (MUSHROOM)	A (80%)	3-4	BLUE MUSHROOM	65%
			EXCITESHROOM	20%
			UNIQUE MUSHROOM	15%
	B (20%)	2-4	CHOICE MUSHROOM	50%
			DRAGON TOADSTOOL	27%
			EXCITESHROOM	18%

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AREA 3 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			UNIQUE MUSHROOM	5%
COLLECT 4 (NEST)	A (80%)	2-4	HONEY	75%
			SNAKEBEE LARVA	20%
			INSECT HUSK	5%
	B (20%)	4-6	HONEY	75%
			SNAKEBEE LARVA	20%
			INSECT HUSK	5%
INSECT	A (80%)	2-3	BITTERBUG	35%
			FLASHBUG	21%
			SILVER CRICKET	14%
			INSECT HUSK	12%
			WORM	11%
			EMPEROR HOPPER	7%
	B (20%)	4-5	BITTERBUG	35%
			FLASHBUG	21%
			SILVER CRICKET	14%
			INSECT HUSK	12%
			WORM	11%
			EMPEROR HOPPER	7%
			BITTERBUG	35%

AREA 4

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING 1	A (60%)	2-4	EARTH CRYSTAL	38%
			WHETSTONE	22%
			CARBALITE ORE	18%
			ELTALITE ORE	17%
			STONE	5%
	B (40%)	3-5	EARTH CRYSTAL	35%
			DRAGONITE ORE	28%
			DRAGONITE ORE	22%
			ELTALITE ORE	15%
MINING 2	A (60%)	2-4	EARTH CRYSTAL	45%
			CARBALITE ORE	25%
			IRON ORE	18%
			BLOODRUN JEWEL	12%
	B (40%)	3-5	EARTH CRYSTAL	35%
			DRAGONITE ORE	28%
			DRAGONITE ORE	22%
			ELTALITE ORE	15%
MINING 3	A (60%)	2-4	EARTH CRYSTAL	38%
			WHETSTONE	22%
			CARBALITE ORE	18%
			ELTALITE ORE	17%
			STONE	5%
	B (40%)	3-5	EARTH CRYSTAL	35%
			DRAGONITE ORE	28%
			DRAGONITE ORE	22%
			ELTALITE ORE	15%
MINING 4	A (60%)	2-4	EARTH CRYSTAL	38%
			WHETSTONE	22%
			CARBALITE ORE	18%
			ELTALITE ORE	17%
			STONE	5%
	B (40%)	3-5	EARTH CRYSTAL	35%
			DRAGONITE ORE	28%
			DRAGONITE ORE	22%
			ELTALITE ORE	15%
MINING 5	A (60%)	2-4	EARTH CRYSTAL	38%
			WHETSTONE	22%
			CARBALITE ORE	18%
			ELTALITE ORE	17%
			STONE	5%
	B (40%)	3-5	EARTH CRYSTAL	35%
			DRAGONITE ORE	28%
			DRAGONITE ORE	22%
			ELTALITE ORE	15%
MINING 6	A (60%)	2-4	EARTH CRYSTAL	38%
			WHETSTONE	22%
			CARBALITE ORE	18%
			ELTALITE ORE	17%

AREA 4 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			STONE	5%
	B (40%)	3-5	EARTH CRYSTAL	35%
			DRAGONITE ORE	28%
			DRAGONITE ORE	22%
			ELTALITE ORE	15%
INSECT 1	FIXED	4-7	EMPEROR HOPPER	22%
			CARPENTERBUG	20%
			KILLER BEETLE	16%
			MEGA FISHING FLY	12%
			RARE SCARAB	11%
			BITTERBUG	10%
			HERCUDROME	9%
INSECT 2	A (70%)	1-3	BITTERBUG	31%
			FLASHBUG	24%
			INSECT HUSK	15%
			GODBUG	11%
			KING SCARAB	10%
			THUNDERBUG	9%
	B (30%)	3-6	FLASHBUG	20%
			STINKHOPPER	18%
			CARPENTERBUG	16%
			GOLD CRICKET	15%
			HERCUDROME	12%
			MEGA FISHING FLY	11%
			FROG	8%

AREA 5

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (BONE)	A (60%)	3-4	MYSTERY BONE	58%
			BONE	34%
			UNKNOWN SKULL	8%
	B (40%)	2-4	UNKNOWN SKULL	40%
			MONSTER BONE S	28%
			MYSTERY BONE	20%
			BONE	12%
INSECT 1	FIXED	3-5	EMPEROR HOPPER	22%
			CARPENTERBUG	20%
			KILLER BEETLE	16%
			MEGA FISHING FLY	12%
			RARE SCARAB	11%
			BITTERBUG	10%
			HERCUDROME	9%
INSECT 2	A (70%)	1-3	BITTERBUG	31%
			FLASHBUG	24%
			INSECT HUSK	15%
			GODBUG	11%
			KING SCARAB	10%
			THUNDERBUG	9%
	B (30%)	3-6	FLASHBUG	20%
			STINKHOPPER	18%
			CARPENTERBUG	16%
			GOLD CRICKET	15%
			HERCUDROME	12%
			MEGA FISHING FLY	11%
			FROG	8%

AREA 6

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (MUSHROOM)	FIXED	1-3	BLUE MUSHROOM	62%
			UNIQUE MUSHROOM	33%
			CHOICE MUSHROOM	5%
COLLECT 2 (BONE)	FIXED	4-5	BONE	95%
			MYSTERY BONE	5%
COLLECT 3 (BONE)	A (60%)	3-4	MYSTERY BONE	58%
			BONE	34%
			UNKNOWN SKULL	8%
	B (40%)	2-4	UNKNOWN SKULL	40%
			MONSTER BONE S	28%
			MYSTERY BONE	20%
			BONE	12%
COLLECT 4 (BONE)	A (60%)	3-4	MYSTERY BONE	58%
			BONE	34%

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AREA 6 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			UNKNOWN SKULL	8%
	B (40%)	2-4	UNKNOWN SKULL	40%
			MONSTER BONE S	28%
			MYSTERY BONE	20%
			BONE	12%
MINING	FIXED	3-4	ELTALITE ORE	28%
			CARBALITE ORE	23%
			BLOODRUN JEWEL	18%
			DRAGONITE ORE	16%
			IRON ORE	12%
			ADAMANT ORB	3%

AREA 7

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	3-5	IVY	75%
			INSECT HUSK	25%
COLLECT 2 (ROCK)	FIXED	3-4	WHETSTONE	85%
			INSECT HUSK	8%
			STONE	7%
COLLECT 3 (MUSHROOM)	FIXED	2-4	BLUE MUSHROOM	62%
			UNIQUE MUSHROOM	33%
			CHOICE MUSHROOM	5%
MINING 1	FIXED	3-4	BLOODRUN JEWEL	32%
			EARTH CRYSTAL	30%
			CARBALITE ORE	18%
			HRD ARMOR SPHERE	10%
			ADV ARMOR SPHERE	10%
MINING 2	A (60%)	2-4	EARTH CRYSTAL	38%
			WHETSTONE	22%
			CARBALITE ORE	27%
			ELTALITE ORE	17%
			STONE	5%
	B (40%)	3-5	EARTH CRYSTAL	35%
			DRAGONITE ORE	28%
			DRAGONITE ORE	22%
			ELTALITE ORE	15%

AREA 8

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (EGG)	FIXED	INFINITE	WYVERN EGG	95%
			MONSTER BONE S	5%
COLLECT 2 (BONE)	FIXED	2-3	BONE	95%
			MYSTERY BONE	5%
COLLECT 3 (BONE)	FIXED	3-7	BONE	95%
			MYSTERY BONE	5%
COLLECT 4 (DUNG)	FIXED	3-6	DUNG	92%
			MACHALITE ORE	8%
MINING	A (52%)	2-3	WHETSTONE	38%
			MACHALITE ORE	22%
			CARBALITE ORE	19%
			LAZURITE JEWEL	18%
			PURECRYSTAL	3%
	B (48%)	3-6	EARTH CRYSTAL	45%
			CARBALITE ORE	25%
			IRON ORE	18%
			BLOODRUN JEWEL	12%

AREA 9

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	3-5	HUSKBERRY	65%
			SPIDER WEB	25%
			INSECT HUSK	10%
COLLECT 2 (FRUIT)	FIXED	2-3	HUSKBERRY	65%
			SPIDER WEB	25%
			INSECT HUSK	10%
COLLECT 3 (GRASS)	A (50%)	2-4	IVY	78%
			SAP PLANT	12%
			MIGHT SEED	10%
	B (50%)	1-3	PAINTBERRY	60%
			SAP PLANT	32%

AREA 9 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			ANTIDOTE HERB	8%
COLLECT 4 (FRUIT)	A (80%)	3-4	HUSKBERRY	70%
			SPIDER WEB	20%
			INSECT HUSK	10%
	B (20%)	2-3	SPIDER WEB	75%
			HUSKBERRY	20%
			INSECT HUSK	5%

AREA 10

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (SHELL)	FIXED	1-3	RED CORAL STONE	70%
			BROKEN SHELL	20%
			JUMBO PEARL	5%
			STONE	5%
COLLECT 2 (ROCK)	FIXED	INFINITE	WORM	75%
			FROG	25%
COLLECT 3 (SHELL)	FIXED	1-3	RED CORAL STONE	70%
			BROKEN SHELL	20%
			JUMBO PEARL	5%
			STONE	5%
COLLECT 4 (SHELL)	FIXED	2-3	RED CORAL STONE	70%
			BROKEN SHELL	15%
			BLACK PEARL	10%
			JUMBO PEARL	5%
COLLECT 5 (SHELL)	FIXED	2-3	RED CORAL STONE	70%
			BROKEN SHELL	15%
			BLACK PEARL	10%
			JUMBO PEARL	5%
MINING 1	FIXED	3-5	EARTH CRYSTAL	40%
			WHETSTONE	32%
			ELTALITE ORE	18%
			ADAMANT ORB	10%
MINING 2	A (52%)	2-3	WHETSTONE	38%
			MACHALITE ORE	22%
			CARBALITE ORE	19%
			LAZURITE JEWEL	18%
			PURECRYSTAL	3%
	B (48%)	3-6	EARTH CRYSTAL	45%
			CARBALITE ORE	25%
			IRON ORE	18%
			BLOODRUN JEWEL	12%
FISHING	FIXED	INFINITE	POPFISH	18%
			PIN TUNA	18%
			WHETFISH	17%
			SUSHIFISH	17%
			SMALL GOLDENFISH	12%
			GOLDENFISH	8%
			SPEARTUNA	5%
			SILVERFISH	5%

AREA 11

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (SHELL)	FIXED	1-3	RED CORAL STONE	70%
			BROKEN SHELL	20%
			JUMBO PEARL	5%
			STONE	5%
COLLECT 2 (SHELL)	FIXED	2-3	RED CORAL STONE	70%
			BROKEN SHELL	15%
			BLACK PEARL	10%
			JUMBO PEARL	5%

AREA 12

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (BONE)	FIXED	3-5	BONE	95%
			MYSTERY BONE	5%
MINING	FIXED	4-10	EARTH CRYSTAL	30%
			CARBALITE ORE	22%
			BLOODRUN JEWEL	18%
			ELTALITE ORE	15%
			HVY ARMOR SPHERE	15%

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Sandy Plains



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Low-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
—	—	—	—	—

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (FRUIT)	A (60%)	2-3	BOMBERRY	57%
			PAINTBERRY	28%
			FIRE HERB	15%
	B (40%)	2-4	FIRE HERB	60%
			IVY	24%
			NULBERRY	16%
INSECT	A (60%)	3-5	BITTERBUG	37%
			GODBUG	32%
			INSECT HUSK	12%
			THUNDERBUG	11%
			ROYAL RHINO	8%
	B (40%)	4-7	THUNDERBUG	41%
			CARPENTERBUG	32%
			BITTERBUG	18%
			GODBUG	9%

AREA 2

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
INSECT	FIXED	2-4	BITTERBUG	24%
			BUGHOPPER	22%
			THUNDERBUG	18%
			GODBUG	14%
			CARPENTERBUG	12%
			INSECT HUSK	10%

AREA 3

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (GRASS)	FIXED	3-5	CACTUS FLOWER	65%
			FIRE HERB	18%
			SLEEP HERB	8%
			FELVINE	5%
			IVY	4%

AREA 4

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING 1	FIXED	3-5	WHETSTONE	40%
			STONE	32%
			MACHALITE ORE	18%
			EARTH CRYSTAL	10%
MINING 2	A (60%)	3-5	CRYSTAL BONE	45%
			WHETSTONE	35%
			IRON ORE	15%
			STONE	5%
	B (40%)	4-7	CRYSTAL BONE	75%
			MACHALITE ORE	17%
			EARTH CRYSTAL	8%
INSECT	FIXED	3-4	MEGA FISHING FLY	21%
			BITTERBUG	17%
			WORM	16%
			INSECT HUSK	14%
			THUNDERBUG	12%
			CARPENTERBUG	11%
			ROYAL RHINO	9%

AREA 5

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (BONE)	FIXED	3-5	BONE	40%
			MONSTER BONE S	36%
			MYSTERY BONE	24%
COLLECT 2 (BONE)	A (80%)	3-4	MYSTERY BONE	55%
			MONSTER BONE S	35%
			GOLDEN BONE	10%
	B (20%)	2-4	MONSTER BONE S	55%
			GOLDEN BONE	40%
			UNKNOWN SKULL	5%

AREA 6

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (MUSHROOM)	FIXED	3-6	UNIQUE MUSHROOM	63%
			NITROSHROOM	30%
			CHOICE MUSHROOM	7%
COLLECT 2 (MUSHROOM)	FIXED	3-6	UNIQUE MUSHROOM	63%
			NITROSHROOM	30%
			CHOICE MUSHROOM	7%
COLLECT 3 (MUSHROOM)	FIXED	3-6	UNIQUE MUSHROOM	63%
			NITROSHROOM	30%
			CHOICE MUSHROOM	7%
COLLECT 4 (MUSHROOM)	A (68%)	3-6	UNIQUE MUSHROOM	50%
			NITROSHROOM	27%
			PARASHROOM	18%
			CHOICE MUSHROOM	5%
	B (32%)	3-6	CHOICE MUSHROOM	48%
			DRAGON TOADSTOOL	32%
			EXCITESHROOM	12%
			NITROSHROOM	8%
MINING 1	FIXED	2-4	ICE CRYSTAL	35%
			IRON ORE	27%
			WHETSTONE	18%
			MACHALITE ORE	11%
			AURISTONE PIECE	9%
MINING 2	FIXED	2-3	ICE CRYSTAL	35%
			IRON ORE	27%
			WHETSTONE	18%
			MACHALITE ORE	11%
			AURISTONE PIECE	9%
MINING 3	A (80%)	4-5	IRON ORE	32%
			ICE CRYSTAL	25%
			EARTH CRYSTAL	18%
			STONE	15%
			CRYSTAL BONE	10%
	B (20%)	5-10	IRON ORE	30%
			EARTH CRYSTAL	25%
			CRYSTAL BONE	20%
			WHETSTONE	15%
			ICE CRYSTAL	10%
MINING 4	A (60%)	3-5	CRYSTAL BONE	45%
			WHETSTONE	35%
			IRON ORE	15%
			STONE	5%
	B (40%)	4-7	CRYSTAL BONE	75%
			MACHALITE ORE	17%
			EARTH CRYSTAL	8%
MINING 5	A (60%)	3-4	CRYSTAL BONE	45%
			WHETSTONE	35%
			IRON ORE	15%
			STONE	5%
	B (40%)	2-4	CRYSTAL BONE	75%
			MACHALITE ORE	17%
			EARTH CRYSTAL	8%

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AREA 7

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (MUSHROOM)	FIXED	3-6	NITROSHROOM	35%
			PARASHROOM	27%
			UNIQUE MUSHROOM	20%
			BLUE MUSHROOM	18%
COLLECT 2 (BONE)	FIXED	INF.	HERBIVORE EGG	87%
			BONE	13%
COLLECT 3 (GRASS)	A (80%)	2-4	CACTUS FLOWER	35%
			WORM	27%
			FELVINE	20%
			HERB	18%
	B (20%)	4-8	CACTUS FLOWER	38%
			HERB	24%
			FELVINE	20%
			IVY	18%
FISHING	FIXED	INF.	SUSHIFISH	25%
			NOTHING	20%
			SCATTERFISH	16%
			POPFISH	16%
			WHETFISH	15%
			GOLDENFISH	8%

AREA 8

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (FRUIT)	A (60%)	2-3	BOMBERRY	57%
			PAINTBERRY	28%
			FIRE HERB	15%
	B (40%)	2-4	FIRE HERB	60%
			IVY	24%
			NULBERRY	16%

AREA 9

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	3-6	CACTUS FLOWER	65%
			FIRE HERB	18%
			SLEEP HERB	8%
			FELVINE	5%
			IVY	4%
COLLECT 2 (BONE)	A (60%)	3-4	MYSTERY BONE	55%
			MONSTER BONE S	35%
			GOLDEN BONE	10%
	B (40%)	2-4	MONSTER BONE S	55%
			GOLDEN BONE	40%
			UNKNOWN SKULL	5%

AREA 10

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
INSECT	FIXED	2-4	BITTERBUG	24%
			BUGHOPPER	22%
			THUNDERBUG	18%
			GODBUG	14%
			CARPENTERBUG	12%
			INSECT HUSK	10%

AREA 11

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING 1	FIXED	3-6	CRYSTAL BONE	54%
			IRON ORE	25%
			EARTH CRYSTAL	16%
			GOLDEN BONE	5%
MINING 2	A (73%)	3-5	STONE	53%
			UNKNOWN SKULL	33%

AREA 11 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			GOLDEN BONE	14%
	B (27%)	4-7	GOLDEN BONE	53%
			MACHALITE ORE	24%
			WHETSTONE	23%

High-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
—	—	—	—	—

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (FRUIT)	A (60%)	2-3	BOMBERRY	57%
			PAINTBERRY	28%
			FIRE HERB	15%
	B (40%)	2-4	FIRE HERB	60%
			IVY	24%
			NULBERRY	16%
INSECT	A (60%)	3-5	BITTERBUG	37%
			GODBUG	32%
			INSECT HUSK	12%
			THUNDERBUG	11%
			ROYAL RHINO	8%
	B (40%)	4-7	THUNDERBUG	41%
			CARPENTERBUG	32%
			BITTERBUG	18%
			GODBUG	9%

AREA 2

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
INSECT	FIXED	2-4	BITTERBUG	24%
			BUGHOPPER	22%
			THUNDERBUG	18%
			GODBUG	14%
			CARPENTERBUG	12%
			INSECT HUSK	10%

AREA 3

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (GRASS)	FIXED	3-5	CACTUS FLOWER	65%
			FIRE HERB	18%
			SLEEP HERB	8%
			FELVINE	5%
			IVY	4%

AREA 4

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING 1	FIXED	3-5	CRYSTAL BONE	40%
			EARTH CRYSTAL	18%
			IRON ORE	18%
			ARMOR SPHERE	10%
			CARBALITE ORE	9%
			GOLDEN BONE	5%
MINING 2	A (60%)	3-5	CRYSTAL BONE	45%
			WHETSTONE	35%
			IRON ORE	15%
			STONE	5%
	B (40%)	4-7	CRYSTAL BONE	75%
			MACHALITE ORE	17%

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AREA 4 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			EARTH CRYSTAL	8%
INSECT	FIXED	3-4	WORM	24%
			BUGHOPPER	16%
			KING SCARAB	14%
			HERCUDROME	13%
			BITTERBUG	11%
			ROYAL RHINO	9%
			DIVINE RHINO	7%
			INSECT HUSK	6%

AREA 5

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (BONE)	FIXED	3-5	BONE	40%
			MONSTER BONE S	36%
			MYSTERY BONE	24%
COLLECT 2 (BONE)	A (80%)	3-4	MYSTERY BONE	55%
			MONSTER BONE S	35%
			GOLDEN BONE	10%
	B (20%)	2-4	MONSTER BONE S	55%
			GOLDEN BONE	40%
			UNKNOWN SKULL	5%

AREA 6

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (MUSHROOM)	FIXED	3-6	UNIQUE MUSHROOM	63%
			NITROSHROOM	30%
			CHOICE MUSHROOM	7%
COLLECT 2 (MUSHROOM)	FIXED	3-6	UNIQUE MUSHROOM	63%
			NITROSHROOM	30%
			CHOICE MUSHROOM	7%
COLLECT 3 (MUSHROOM)	FIXED	3-6	UNIQUE MUSHROOM	63%
			NITROSHROOM	30%
			CHOICE MUSHROOM	7%
COLLECT 4 (MUSHROOM)	A (68%)	3-6	UNIQUE MUSHROOM	50%
			NITROSHROOM	27%
			PARASHROOM	18%
			CHOICE MUSHROOM	5%
	B (32%)	3-6	CHOICE MUSHROOM	48%
			DRAGON TOADSTOOL	32%
			EXCITESHROOM	12%
			NITROSHROOM	8%
MINING 1	FIXED	3-5	CRYSTAL BONE	40%
			EARTH CRYSTAL	18%
			IRON ORE	18%
			ARMOR SPHERE	10%
			CARBALITE ORE	9%
			GOLDEN BONE	5%
MINING 2	FIXED	2-3	ICE CRYSTAL	31%
			CARBALITE ORE	16%
			MACHALITE ORE	16%
			IRON ORE	12%
			ARMOR SPHERE+	9%
			STONE	8%
			AURISTONE CHUNK	8%
MINING 3	A (80%)	2-6	STONE	32%
			EARTH CRYSTAL	24%
			UNKNOWN SKULL	15%
			CARBALITE ORE	13%
			GOLDEN BONE	10%
			AURISTONE PIECE	6%

AREA 6 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
	B (20%)	5-10	GOLDEN BONE	37%
			EARTH CRYSTAL	20%
			WHETSTONE	16%
			CRYSTAL BONE	15%
			MYSTERY CHARM	7%
			LIGHTCRYSTAL	5%
MINING 4	A (60%)	3-5	CRYSTAL BONE	45%
			WHETSTONE	35%
			IRON ORE	15%
			STONE	5%
	B (40%)	4-7	CRYSTAL BONE	75%
			MACHALITE ORE	17%
			EARTH CRYSTAL	8%
MINING 5	A (60%)	3-4	CRYSTAL BONE	45%
			WHETSTONE	35%
			IRON ORE	15%
			STONE	5%
	B (40%)	2-4	CRYSTAL BONE	75%
			MACHALITE ORE	17%
			EARTH CRYSTAL	8%
COLLECT (BONE)	HIDDEN	2-3	AURISTONE CHUNK	32%
			AURISTONE PIECE	29%
			SHINING CHARM	18%
			ADV ARMOR SPHERE	12%
			GOLDEN BONE	9%
MINING	HIDDEN	4-6	GOLDEN BONE	28%
			AURISTONE CHUNK	18%
			SHINING CHARM	16%
			CARBALITE ORE	14%
			DRAGONITE ORE	9%
			EARTH CRYSTAL	8%
			MYSTERY CHARM	7%
INSECT	HIDDEN	3-5	THUNDERBUG	20%
			DIVINE RHINO	18%
			CARPENTERBUG	18%
			HERCUDROME	14%
			KING SCARAB	12%
			ROYAL RHINO	10%
			MEGA FISHING FLY	8%

AREA 7

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (MUSHROOM)	FIXED	3-6	NITROSHROOM	35%
			PARASHROOM	27%
			UNIQUE MUSHROOM	20%
			BLUE MUSHROOM	18%
COLLECT 2 (BONE)	FIXED	INF.	HERBIVORE EGG	87%
			BONE	13%
COLLECT 3 (GRASS)	A (80%)	2-4	CACTUS FLOWER	35%
			WORM	27%
			FELVINE	20%
			HERB	18%
	B (20%)	4-8	CACTUS FLOWER	38%
			HERB	24%
			FELVINE	20%
			IVY	18%
FISHING	FIXED	INF.	SUSHIFISH	20%
			NOTHING	20%
			SCATTERFISH	19%
			POPFISH	15%
			GOLDENFISH	10%
			WHETFISH	10%
			SILVERFISH	6%

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AREA 8

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (FRUIT)	A (60%)	2-3	BOMBERRY	57%
			PAINTBERRY	28%
			FIRE HERB	15%
	B (40%)	2-4	FIRE HERB	60%
			IVY	24%
			NULBERRY	16%

AREA 9

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	3-6	CACTUS FLOWER	65%
			FIRE HERB	18%
			SLEEP HERB	8%
			FELVINE	5%
			IVY	4%
COLLECT 2 (BONE)	A (60%)	3-4	MYSTERY BONE	55%
			MONSTER BONE S	35%
			GOLDEN BONE	10%
	B (40%)	2-4	MONSTER BONE S	55%
			GOLDEN BONE	40%
			UNKNOWN SKULL	5%

AREA 10

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
INSECT	FIXED	2-4	BITTERBUG	24%
			BUGHOPPER	22%
			THUNDERBUG	18%
			GODBUG	14%
			CARPENTERBUG	12%
			INSECT HUSK	10%

AREA 11

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING 1	FIXED	4-6	ICE CRYSTAL	31%
			CARBALITE ORE	16%
			MACHALITE ORE	16%
			IRON ORE	12%
			ARMOR SPHERE+	9%
			STONE	8%
			AURISTONE CHUNK	8%
MINING 2	A (60%)	2-6	STONE	32%
			EARTH CRYSTAL	24%
			UNKNOWN SKULL	15%
			CARBALITE ORE	13%
			GOLDEN BONE	10%
			AURISTONE PIECE	6%
	B (40%)	3-5	GOLDEN BONE	37%
			EARTH CRYSTAL	20%
			WHETSTONE	16%
			CRYSTAL BONE	15%
			MYSTERY CHARM	7%
			LIGHTCRYSTAL	5%

G-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
—	—	—	—	—

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (FRUIT)	A (60%)	2-3	BOMBERRY	57%
			PAINTBERRY	28%
			FIRE HERB	15%
	B (40%)	2-4	FIRE HERB	60%
			IVY	24%
			NULBERRY	16%
INSECT	A (60%)	3-5	WORM	32%
			INSECT HUSK	16%
			KING SCARAB	14%
			HERCUDROME	10%
			BITTERBUG	10%
			GODBUG	10%
			ROYAL RHINO	8%
	B (40%)	4-7	MEGA FISHING FLY	28%
			EMPEROR HOPPER	24%
			THUNDERBUG	20%
			HERCUDROME	16%
			GODBUG	12%

AREA 2

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
INSECT	FIXED	2-4	BITTERBUG	24%
			BUGHOPPER	22%
			THUNDERBUG	18%
			GODBUG	14%
			CARPENTERBUG	12%
			INSECT HUSK	10%

AREA 3

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (GRASS)	FIXED	3-5	CACTUS FLOWER	65%
			FIRE HERB	18%
			SLEEP HERB	8%
			FELVINE	5%
			IVY	4%

AREA 4

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING 1	FIXED	3-5	CRYSTAL BONE	40%
			DRAGONITE ORE	20%
			EARTH CRYSTAL	18%
			CARBALITE ORE	9%
			TIMEWORN CHARM	6%
			GOLDEN BONE	5%
MINING 2	A (60%)	3-5	CRYSTAL BONE	45%
			WHETSTONE	35%
			IRON ORE	15%
			STONE	5%
	B (40%)	4-7	CRYSTAL BONE	75%
			MACHALITE ORE	17%
			EARTH CRYSTAL	8%
INSECT	FIXED	3-4	THUNDERBUG	22%
			KING SCARAB	16%
			EMPEROR HOPPER	16%
			HERCUDROME	13%
			RARE SCARAB	11%
			ROYAL RHINO	9%
			DIVINE RHINO	7%
			WORM	6%

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AREA 5

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (BONE)	FIXED	3-5	BONE	40%
			MONSTER BONE S	36%
			MYSTERY BONE	24%
COLLECT 2 (BONE)	A (80%)	3-4	MYSTERY BONE	55%
			MONSTER BONE S	35%
			GOLDEN BONE	10%
	B (20%)	2-4	MONSTER BONE S	55%
			GOLDEN BONE	40%
			UNKNOWN SKULL	5%

AREA 6

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (MUSHROOM)	FIXED	3-6	UNIQUE MUSHROOM	63%
			NITROSHROOM	30%
			CHOICE MUSHROOM	7%
COLLECT 2 (MUSHROOM)	FIXED	3-5	UNIQUE MUSHROOM	63%
			NITROSHROOM	30%
			CHOICE MUSHROOM	7%
COLLECT 3 (MUSHROOM)	FIXED	3-6	UNIQUE MUSHROOM	63%
			NITROSHROOM	30%
			CHOICE MUSHROOM	7%
COLLECT 4 (MUSHROOM)	A (68%)	3-6	UNIQUE MUSHROOM	50%
			NITROSHROOM	27%
			PARASHROOM	18%
			CHOICE MUSHROOM	5%
	B (32%)	3-6	CHOICE MUSHROOM	48%
			DRAGON TOADSTOOL	32%
			EXCITESHROOM	12%
			NITROSHROOM	8%
MINING 1	FIXED	3-5	CRYSTAL BONE	42%
			DRAGONITE ORE	20%
			EARTH CRYSTAL	18%
			CARBALITE ORE	9%
			TIMEWORN CHARM	6%
			GOLDEN BONE	5%
MINING 2	FIXED	2-3	ICE CRYSTAL	26%
			DRAGONITE ORE	18%
			CARBALITE ORE	16%
			ELTALITE ORE	15%
			FUCIUM ORE	10%
			MELDSPAR ORE	8%
			HVY ARMOR SPHERE	5%
			ADAMANT ORB	2%
MINING 3	A (60%)	2-6	HRD ARMOR SPHERE	28%
			EARTH CRYSTAL	24%
			UNKNOWN SKULL	15%
			CARBALITE ORE	13%
			GOLDEN BONE	10%
			ADV ARMOR SPHERE	10%
	B (40%)	3-5	ELTALITE ORE	31%
			CARBALITE ORE	20%
			CRYSTAL BONE	18%
			WHETSTONE	12%
			MELDSPAR ORE	12%
			AURISTONE CHUNK	7%
MINING 4	A (60%)	3-5	CRYSTAL BONE	45%
			WHETSTONE	35%
			IRON ORE	15%
			STONE	5%
	B (40%)	4-7	CRYSTAL BONE	75%
			MACHALITE ORE	17%
			EARTH CRYSTAL	8%

AREA 6 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING 5	A (60%)	3-4	CRYSTAL BONE	45%
			WHETSTONE	35%
			IRON ORE	15%
			STONE	5%
	B (40%)	2-4	CRYSTAL BONE	75%
			MACHALITE ORE	17%
			EARTH CRYSTAL	8%
COLLECT (BONE)	HIDDEN	2-3	SLICKAXE	35%
			TIMEWORN CHARM	32%
			ENDURING CHARM	18%
			HVY ARMOR SPHERE	9%
			GOLDEN BONE	6%
MINING	HIDDEN	4-6	GOLDEN BONE	30%
			ELTALITE ORE	18%
			SHINING CHARM	18%
			HVY ARMOR SPHERE	12%
			DRAGONITE ORE	10%
			MELDSPAR ORE	10%
			PURECRYSTAL	2%
INSECT	HIDDEN	3-5	DIVINE RHINO	23%
			THUNDERBUG	17%
			ROYAL RHINO	15%
			KING SCARAB	14%
			EMPEROR HOPPER	14%
			HERCUDROME	13%
			FLUTTERFLY	4%

AREA 7

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (MUSHROOM)	FIXED	3-6	NITROSHROOM	35%
			PARASHROOM	27%
			UNIQUE MUSHROOM	20%
			BLUE MUSHROOM	18%
COLLECT 2 (BONE)	FIXED	INF.	HERBIVORE EGG	87%
			BONE	13%
COLLECT 3 (GRASS)	A (80%)	2-4	CACTUS FLOWER	35%
			WORM	27%
			FELVINE	20%
			HERB	18%
	B (20%)	4-8	CACTUS FLOWER	38%
			HERB	24%
			FELVINE	20%
			IVY	18%
FISHING	FIXED	INF.	SUSHIFISH	20%
			NOTHING	20%
			SCATTERFISH	19%
			POPFISH	15%
			GOLDENFISH	10%
			WHETFISH	10%
			SILVERFISH	6%

AREA 8

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (FRUIT)	A (60%)	2-3	BOMBERRY	57%
			PAINTBERRY	28%
			FIRE HERB	15%
	B (40%)	2-4	FIRE HERB	60%
			IVY	24%
			NULBERRY	16%

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AREA 9

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	3-6	CACTUS FLOWER	65%
			FIRE HERB	18%
			SLEEP HERB	8%
			FELVINE	5%
			IVY	4%
COLLECT 2 (BONE)	A (60%)	3-4	MYSTERY BONE	55%
			MONSTER BONE S	35%
			GOLDEN BONE	10%
	B (40%)	2-4	MONSTER BONE S	55%
			GOLDEN BONE	40%
			UNKNOWN SKULL	5%

AREA 10

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
INSECT	FIXED	2-4	BITTERBUG	24%
			BUGHOPPER	22%
			THUNDERBUG	18%
			GODBUG	14%
			CARPENTERBUG	12%
			INSECT HUSK	10%

AREA 11

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING 1	FIXED	4-6	ICE CRYSTAL	31%
			DRAGONITE ORE	18%
			CARBALITE ORE	16%
			ELTALITE ORE	15%
			FUCIUM ORE	10%
			MELDSPAR ORE	8%
			HVY ARMOR SPHERE	5%
			ADAMANT ORB	2%
MINING 2	A (60%)	2-6	HRD ARMOR SPHERE	28%
			EARTH CRYSTAL	24%
			UNKNOWN SKULL	15%
			CARBALITE ORE	13%
			GOLDEN BONE	10%
			ADV ARMOR SPHERE	10%
	B (40%)	3-5	ELTALITE ORE	31%
			CARBALITE ORE	20%
			CRYSTAL BONE	18%
			WHETSTONE	12%
			MELDSPAR ORE	12%
			AURISTONE CHUNK	7%



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Flooded Forest



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Low-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
FISHING	FIXED	INF.	NOTHING	20%
			POPFISH	20%
			BURST AROWANA	20%
			WHETFISH	15%
			SUSHIFISH	15%
			SMALL GOLDENFISH	5%
			BOMB AROWANA	5%

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	4-6	ANTIDOTE HERB	40%
			SAP PLANT	30%
			SLEEP HERB	16%
			HERB	14%
COLLECT 2 (GRASS)	A (70%)	4-6	SPIDER WEB	52%
			NEEDLEBERRY	29%
			HUSKBERRY	19%
	B (30%)	5-8	SPIDER WEB	73%
			ADAMANT SEED	27%
COLLECT 3 (MUSHROOM)	A (60%)	3-6	UNIQUE MUSHROOM	50%
			BLUE MUSHROOM	35%
			PARASHROOM	15%
	B (40%)	4-5	PARASHROOM	58%
			BLUE MUSHROOM	30%
			CHOICE MUSHROOM	12%
MINING	FIXED	3-4	PELAGICITE ORE	24%
			IRON ORE	21%
			EARTH CRYSTAL	19%
			AQUAGLOW JEWEL	18%
			MYSTERY CHARM	18%

AREA 2

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	INF.	WORM	49%
			FROG	44%
			STONE	7%
COLLECT 2 (MUSHROOM)	FIXED	3-6	PARASHROOM	43%
			UNIQUE MUSHROOM	38%
			EXCITESHROOM	19%
COLLECT 3 (FRUIT)	A (60%)	3-6	SCATTERNUT	41%
			MIGHT SEED	35%
			BOMBERRY	24%
	B (40%)	4-8	MIGHT SEED	45%
			NULBERRY	33%
			ADAMANT SEED	22%
COLLECT 4 (FRUIT)	A (72%)	3-6	HUSKBERRY	41%
			NULBERRY	35%
			NEEDLEBERRY	24%
	B (28%)	4-8	ADAMANT SEED	40%
			NULBERRY	38%
			NEEDLEBERRY	22%
INSECT	A (70%)	3-5	ROYAL RHINO	49%
			KILLER BEETLE	20%
			FLASHBUG	18%
			BITTERBUG	8%
			INSECT HUSK	5%
	B (30%)	4-6	KILLER BEETLE	43%
			ROYAL RHINO	25%
			THUNDERBUG	20%
			GODBUG	12%

AREA 3

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	2-3	SAP PLANT	38%
			IVY	28%
			AIRWEED	20%
			ANTIDOTE HERB	14%
COLLECT 2 (GRASS)	FIXED	2-3	SAP PLANT	38%
			IVY	28%
			AIRWEED	20%
			ANTIDOTE HERB	14%
COLLECT 3 (GRASS)	FIXED	2-3	AIRWEED	48%
			HERB	30%
			NULBERRY	22%
MINING	A (70%)	3-6	IRON ORE	32%
			WHETSTONE	20%
			MACHALITE ORE	18%
			PELAGICITE ORE	14%
			STONE	10%
			AQUAGLOW JEWEL	6%
	B (30%)	4-8	MACHALITE ORE	27%
			PELAGICITE ORE	26%
			AQUAGLOW JEWEL	18%
			EARTH CRYSTAL	17%
			IRON ORE	12%

AREA 4

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (MUSHROOM)	FIXED	3-5	TOADSTOOL	40%
			NITROSHROOM	38%
			UNIQUE MUSHROOM	22%
COLLECT 2 (GRASS)	FIXED	2-3	SAP PLANT	38%
			HERB	28%
			AIRWEED	20%
			PAINTBERRY	14%
COLLECT 3 (GRASS)	FIXED	2-3	AIRWEED	48%
			HERB	30%
			NULBERRY	22%
INSECT 1	FIXED	4-6	FLASHBUG	25%
			BUGHOPPER	20%
			BITTERBUG	18%
			STINKHOPPER	18%
			MEGA FISHING FLY	10%
			ROYAL RHINO	9%
INSECT 2	A (60%)	3-6	ROYAL RHINO	37%
			FLASHBUG	24%
			KILLER BEETLE	20%
			BITTERBUG	14%
			INSECT HUSK	5%
	B (40%)	4-8	KILLER BEETLE	38%
			ROYAL RHINO	25%
			GODBUG	20%
			FLASHBUG	17%
FISHING	FIXED	INF.	BOMB AROWANA	30%
			SCATTERFISH	20%
			SUSHIFISH	20%
			BURST AROWANA	14%
			GOLDENFISH	8%
			SMALL GOLDENFISH	8%

AREA 5

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	2-3	SAP PLANT	38%
			HERB	28%
			AIRWEED	20%
			PAINTBERRY	14%
COLLECT 2 (GRASS)	FIXED	2-3	AIRWEED	48%
			HERB	30%

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AREA 5 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			NULBERRY	22%
MINING	FIXED	2-4	PELAGICITE ORE	24%
			AQUAGLOW JEWEL	18%
			IRON ORE	17%
			ARMOR SPHERE	17%
			STONE	12%
			MACHALITE ORE	12%

AREA 6

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING 1	FIXED	3-5	PELAGICITE ORE	24%
			IRON ORE	21%
			EARTH CRYSTAL	19%
			AQUAGLOW JEWEL	18%
			MYSTERY CHARM	18%
MINING 2	A (70%)	3-6	IRON ORE	32%
			WHETSTONE	20%
			MACHALITE ORE	18%
			PELAGICITE ORE	14%
			STONE	10%
			AQUAGLOW JEWEL	6%
	B (30%)	4-8	MACHALITE ORE	27%
			PELAGICITE ORE	26%
			AQUAGLOW JEWEL	18%
			EARTH CRYSTAL	17%
			IRON ORE	12%
MINING 3	A (70%)	3-6	IRON ORE	32%
			WHETSTONE	20%
			MACHALITE ORE	18%
			PELAGICITE ORE	14%
			STONE	10%
			AQUAGLOW JEWEL	6%
	B (30%)	4-8	MACHALITE ORE	27%
			PELAGICITE ORE	26%
			AQUAGLOW JEWEL	18%
			EARTH CRYSTAL	17%
			IRON ORE	12%

AREA 7

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	3-4	PAINTBERRY	41%
			NULBERRY	38%
			NEEDLEBERRY	21%
COLLECT 2 (FRUIT)	A (72%)	3-6	SCATTERNUT	41%
			MIGHT SEED	35%
			BOMBERRY	24%
	B (28%)	4-6	ADAMANT SEED	40%
			NULBERRY	38%
			NEEDLEBERRY	22%
INSECT	A (70%)	3-5	ROYAL RHINO	49%
			KILLER BEETLE	20%
			FLASHBUG	18%
			BITTERBUG	8%
			INSECT HUSK	5%
	B (30%)	4-6	KILLER BEETLE	43%
			ROYAL RHINO	25%
			THUNDERBUG	20%
			GODBUG	12%

AREA 8

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	2-3	SAP PLANT	38%
			HERB	28%
			AIRWEED	20%
			PAINTBERRY	14%
COLLECT 2 (MUSHROOM)	A (60%)	2-4	BLUE MUSHROOM	52%
			TOADSTOOL	27%
			UNIQUE MUSHROOM	21%
	B (40%)	4-8	TOADSTOOL	60%
			PARASHROOM	24%
			BLUE MUSHROOM	16%
MINING 1	FIXED	2-4	IRON ORE	24%
			EARTH CRYSTAL	21%
			MACHALITE ORE	18%
			STONE	16%
			ARMOR SPHERE	11%
			WHETSTONE	10%
MINING 2	A (70%)	3-6	IRON ORE	34%
			EARTH CRYSTAL	21%
			WHETSTONE	20%
			MACHALITE ORE	16%
			ARMOR SPHERE	9%
	B (30%)	4-8	IRON ORE	29%
			MACHALITE ORE	23%
			EARTH CRYSTAL	18%
			MYSTERY CHARM	18%
			AQUAGLOW JEWEL	12%
MINING 3	A (70%)	3-6	IRON ORE	34%
			EARTH CRYSTAL	21%
			WHETSTONE	20%
			MACHALITE ORE	16%
			ARMOR SPHERE	9%
	B (30%)	4-8	IRON ORE	29%
			MACHALITE ORE	23%
			EARTH CRYSTAL	18%
			MYSTERY CHARM	18%
			AQUAGLOW JEWEL	12%

AREA 9

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (GRASS)	FIXE3D	3-6	FIRE HERB	49%
			WORM	44%
			INSECT HUSK	7%

AREA 10

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING	FIXED	3-5	IRON ORE	24%
			EARTH CRYSTAL	21%
			MACHALITE ORE	18%
			STONE	16%
			ARMOR SPHERE	11%
			WHETSTONE	10%
INSECT	FIXED	3-6	ROYAL RHINO	31%
			FLASHBUG	22%
			STINKHOPPER	19%
			INSECT HUSK	11%
			KILLER BEETLE	9%
			THUNDERBUG	8%

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High-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
FISHING	FIXED	INF.	NOTHING	20%
			POPFISH	20%
			BURST AROWANA	20%
			WHETFISH	15%
			SUSHIFISH	15%
			SMALL GOLDENFISH	5%
			BOMB AROWANA	5%

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	4-6	ANTIDOTE HERB	40%
			SAP PLANT	30%
			SLEEP HERB	16%
			HERB	14%
COLLECT 2 (GRASS)	A (70%)	4-6	SPIDER WEB	52%
			NEEDLEBERRY	29%
			HUSKBERRY	19%
	B (30%)	5-8	SPIDER WEB	73%
			ADAMANT SEED	27%
COLLECT 3 (MUSHROOM)	A (60%)	3-6	UNIQUE MUSHROOM	50%
			BLUE MUSHROOM	35%
			PARASHROOM	15%
	B (40%)	4-5	PARASHROOM	58%
			BLUE MUSHROOM	30%
			CHOICE MUSHROOM	12%
MINING	FIXED	3-4	PELAGICITE ORE	24%
			IRON ORE	21%
			EARTH CRYSTAL	19%
			AQUAGLOW JEWEL	18%
			MYSTERY CHARM	18%

AREA 2

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	INF.	WORM	49%
			FROG	44%
			STONE	7%
COLLECT 2 (MUSHROOM)	FIXED	3-6	PARASHROOM	43%
			UNIQUE MUSHROOM	38%
			EXCITESHROOM	19%
COLLECT 3 (FRUIT)	A (60%)	3-6	SCATTERNUT	41%
			MIGHT SEED	35%
			BOMBERRY	24%
	B (40%)	4-8	MIGHT SEED	45%
			NULBERRY	33%
			ADAMANT SEED	22%
COLLECT 4 (FRUIT)	A (72%)	3-6	HUSKBERRY	41%
			NULBERRY	35%
			NEEDLEBERRY	24%
	B (28%)	4-8	ADAMANT SEED	40%
			NULBERRY	38%
			NEEDLEBERRY	22%
INSECT	A (50%)	3-6	FLASHBUG	24%
			ROYAL RHINO	22%
			KILLER BEETLE	20%
			HERCUDROME	12%
			BITTERBUG	12%
			BUGHOPPER	10%
	B (50%)	4-8	ROYAL RHINO	25%
			KILLER BEETLE	22%
			HERCUDROME	18%
			FLASHBUG	15%
			DIVINE RHINO	10%
			GODBUG	10%

AREA 3

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	2-3	SAP PLANT	38%
			IVY	28%
			AIRWEED	20%
			ANTIDOTE HERB	14%
COLLECT 2 (GRASS)	FIXED	2-3	SAP PLANT	38%
			IVY	28%
			AIRWEED	20%
			ANTIDOTE HERB	14%
COLLECT 3 (GRASS)	FIXED	2-3	AIRWEED	48%
			HERB	30%
			NULBERRY	22%
MINING	A (60%)	3-6	MACHALITE ORE	27%
			BLOODRUN JEWEL	18%
			BATHYCITE ORE	16%
			CARBALITE ORE	14%
			ARMOR SPHERE+	13%
			SUNSPIRE JEWEL	12%
	B (40%)	4-8	BATHYCITE ORE	28%
			BLOODRUN JEWEL	23%
			CARBALITE ORE	20%
			SHINING CHARM	11%
			EARTH CRYSTAL	9%
			MACHALITE ORE	9%

AREA 4

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (MUSHROOM)	FIXED	3-5	TOADSTOOL	40%
			NITROSHROOM	38%
			UNIQUE MUSHROOM	22%
COLLECT 2 (GRASS)	FIXED	2-3	SAP PLANT	38%
			HERB	28%
			AIRWEED	20%
			PAINTBERRY	14%
COLLECT 3 (GRASS)	FIXED	2-3	AIRWEED	48%
			HERB	30%
			NULBERRY	22%
INSECT 1	FIXED	3-4	ROYAL RHINO	24%
			FLASHBUG	20%
			BITTERBUG	15%
			KING SCARAB	12%
			HERCUDROME	12%
			GODBUG	12%
			INSECT HUSK	5%
INSECT 2	A (50%)	3-6	FLASHBUG	24%
			ROYAL RHINO	22%
			KILLER BEETLE	20%
			HERCUDROME	12%
			BITTERBUG	12%
			BUGHOPPER	10%
	B (50%)	4-8	ROYAL RHINO	25%
			KILLER BEETLE	22%
			HERCUDROME	18%
			FLASHBUG	15%
			DIVINE RHINO	10%
			GODBUG	10%
FISHING	FIXED	INF.	SCATTERFISH	28%
			BOMB AROWANA	28%
			SMALL GOLDENFISH	12%
			SUSHIFISH	12%
			GOLDENFISH	8%
			SILVERFISH	6%
			BURST AROWANA	6%

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AREA 5

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	2-3	SAP PLANT	38%
			HERB	28%
			AIRWEED	20%
			PAINTBERRY	14%
COLLECT 2 (GRASS)	FIXED	2-3	AIRWEED	48%
			HERB	30%
			NULBERRY	22%
MINING	FIXED	2-4	BATHYCITE ORE	27%
			EARTH CRYSTAL	19%
			PELAGICITE ORE	17%
			ADV ARMOR SPHERE	17%
			AQUAGLOW JEWEL	10%
			IRON ORE	10%

AREA 6

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING 1	FIXED	4-7	BATHYCITE ORE	27%
			EARTH CRYSTAL	19%
			PELAGICITE ORE	17%
			ADV ARMOR SPHERE	17%
			AQUAGLOW JEWEL	10%
			IRON ORE	10%
MINING 2	A (60%)	3-6	MACHALITE ORE	27%
			BLOODRUN JEWEL	18%
			BATHYCITE ORE	16%
			CARBALITE ORE	14%
			ARMOR SPHERE+	13%
			SUNSPIRE JEWEL	12%
	B (40%)	4-8	BATHYCITE ORE	28%
			BLOODRUN JEWEL	23%
			CARBALITE ORE	20%
			SHINING CHARM	11%
			EARTH CRYSTAL	9%
			MACHALITE ORE	9%
MINING 3	A (60%)	3-6	MACHALITE ORE	27%
			BLOODRUN JEWEL	18%
			BATHYCITE ORE	16%
			CARBALITE ORE	14%
			ARMOR SPHERE+	13%
			SUNSPIRE JEWEL	12%
	B (40%)	4-8	BATHYCITE ORE	28%
			BLOODRUN JEWEL	23%
			CARBALITE ORE	20%
			SHINING CHARM	11%
			EARTH CRYSTAL	9%
			MACHALITE ORE	9%
COLLECT (BONE)	HIDDEN	2-3	BLOODRUN JEWEL	34%
			SHINING CHARM	22%
			LIGHTCRYSTAL	22%
			MYSTERY CHARM	12%
			ADV ARMOR SPHERE	10%
MINING	HIDDEN	2-4	BATHYCITE ORE	39%
			ADV ARMOR SPHERE	23%
			SHINING CHARM	12%
			PELAGICITE ORE	11%
			LIGHTCRYSTAL	8%
			MYSTERY CHARM	7%
INSECT	HIDDEN	3-5	HERCUDROME	32%
			THUNDERBUG	24%
			KING SCARAB	15%
			KILLER BEETLE	12%
			GODBUG	10%
			ROYAL RHINO	7%

AREA 7

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	3-4	PAINTBERRY	41%
			NULBERRY	38%
			NEEDLEBERRY	21%
COLLECT 2 (FRUIT)	A (72%)	3-6	SCATTERNUT	41%
			MIGHT SEED	35%
			BOMBERRY	24%
	B (28%)	4-6	ADAMANT SEED	40%
			NULBERRY	38%
			NEEDLEBERRY	22%
INSECT	A (50%)	3-6	FLASHBUG	24%
			ROYAL RHINO	22%
			KILLER BEETLE	20%
			HERCUDROME	12%
			BITTERBUG	12%
			BUGHOPPER	10%
	B (50%)	4-8	ROYAL RHINO	25%
			KILLER BEETLE	22%
			HERCUDROME	18%
			FLASHBUG	15%
			DIVINE RHINO	10%
			GODBUG	10%

AREA 8

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	2-3	SAP PLANT	38%
			HERB	28%
			AIRWEED	20%
			PAINTBERRY	14%
COLLECT 2 (MUSHROOM)	A (60%)	2-4	BLUE MUSHROOM	52%
			TOADSTOOL	27%
			UNIQUE MUSHROOM	21%
	B (40%)	4-8	TOADSTOOL	60%
			PARASHROOM	24%
			BLUE MUSHROOM	16%
MINING 1	FIXED	4-6	EARTH CRYSTAL	22%
			CARBALITE ORE	18%
			MACHALITE ORE	18%
			BLOODRUN JEWEL	16%
			SUNSPIRE JEWEL	15%
			IRON ORE	11%
MINING 2	A (70%)	3-6	EARTH CRYSTAL	26%
			WHETSTONE	19%
			IRON ORE	16%
			MACHALITE ORE	16%
			CARBALITE ORE	12%
			ARMOR SPHERE	11%
	B (30%)	4-8	CARBALITE ORE	23%
			IRON ORE	22%
			MACHALITE ORE	18%
			EARTH CRYSTAL	15%
			ADV ARMOR SPHERE	12%
			AQUAGLOW JEWEL	10%
MINING 3	A (70%)	3-6	IRON ORE	34%
			EARTH CRYSTAL	21%
			WHETSTONE	20%
			MACHALITE ORE	16%
			ARMOR SPHERE	9%
	B (30%)	4-8	IRON ORE	29%
			MACHALITE ORE	23%
			EARTH CRYSTAL	18%
			MYSTERY CHARM	18%
			AQUAGLOW JEWEL	12%

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AREA 9

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (GRASS)	FIXE3D	3-6	FIRE HERB	49%
			WORM	44%
			INSECT HUSK	7%

AREA 10

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING	FIXED	4-5	EARTH CRYSTAL	22%
			CARBALITE ORE	18%
			MACHALITE ORE	18%
			BLOODRUN JEWEL	16%
			SUNSPIRE JEWEL	15%
			IRON ORE	11%
INSECT	FIXED	3-5	FLASHBUG	28%
			HERCUDROME	15%
			ROYAL RHINO	15%
			STINKHOPPER	13%
			BUGHOPPER	12%
			DIVINE RHINO	12%
			KILLER BEETLE	5%

G-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
FISHING	FIXED	INF.	BURST AROWANA	30%
			POPFISH	20%
			WHETFISH	15%
			SUSHIFISH	15%
			SMALL GOLDENFISH	10%
			BOMB AROWANA	10%

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	4-6	ANTIDOTE HERB	40%
			SAP PLANT	30%
			SLEEP HERB	16%
			HERB	14%
COLLECT 2 (GRASS)	A (70%)	4-6	SPIDER WEB	52%
			NEEDLEBERRY	29%
			HUSKBERRY	19%
	B (30%)	5-8	SPIDER WEB	73%
			ADAMANT SEED	27%
COLLECT 3 (MUSHROOM)	A (60%)	3-6	UNIQUE MUSHROOM	50%
			BLUE MUSHROOM	35%
			PARASHROOM	15%
	B (40%)	4-5	PARASHROOM	58%
			BLUE MUSHROOM	30%
			CHOICE MUSHROOM	12%
MINING	FIXED	3-4	PELAGICITE ORE	24%
			IRON ORE	21%
			EARTH CRYSTAL	19%
			AQUAGLOW JEWEL	18%
			MYSTERY CHARM	18%

AREA 2

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	INF.	WORM	49%
			FROG	44%
			STONE	7%
COLLECT 2 (MUSHROOM)	FIXED	3-6	PARASHROOM	43%
			UNIQUE MUSHROOM	38%
			EXCITESHROOM	19%
COLLECT 3 (FRUIT)	A (60%)	3-6	SCATTERNUT	41%
			MIGHT SEED	35%
			BOMBERRY	24%
	B (40%)	4-8	MIGHT SEED	45%
			NULBERRY	33%
			ADAMANT SEED	22%
COLLECT 4 (FRUIT)	A (72%)	3-6	HUSKBERRY	41%
			NULBERRY	35%
			NEEDLEBERRY	24%
	B (28%)	4-8	ADAMANT SEED	40%
			NULBERRY	38%
			NEEDLEBERRY	22%
INSECT	A (50%)	3-6	KILLER BEETLE	20%
			GODBUG	20%
			EMPEROR HOPPER	18%
			KING SCARAB	12%
			HERCUDROME	12%
			THUNDERBUG	12%
			DIVINE RHINO	6%
	B (50%)	4-8	KILLER BEETLE	22%
			HERCUDROME	18%
			KING SCARAB	15%
			FLUTTERFLY	15%
			EMPEROR HOPPER	10%
			DIVINE RHINO	10%
			GODBUG	10%

AREA 3

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	2-3	SAP PLANT	38%
			IVY	28%
			AIRWEED	20%
			ANTIDOTE HERB	14%
COLLECT 2 (GRASS)	FIXED	2-3	SAP PLANT	38%
			IVY	28%
			AIRWEED	20%
			ANTIDOTE HERB	14%
COLLECT 3 (GRASS)	FIXED	2-3	AIRWEED	48%
			HERB	30%
			NULBERRY	22%
MINING	A (60%)	3-6	IRON ORE	21%
			BLOODRUN JEWEL	18%
			BATHYCITE ORE	17%
			CARBALITE ORE	13%
			DRAGONITE ORE	12%
			ADV ARMOR SPHERE	11%
			ADAMANT ORB	8%
	B (40%)	4-8	BATHYCITE ORE	21%
			CARBALITE ORE	20%
			HVY ARMOR SPHERE	17%
			ADAMANT ORB	11%
			MACHALITE ORE	11%
			EARTH CRYSTAL	10%
			LAZURITE JEWEL	10%

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AREA 4

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (MUSHROOM)	FIXED	3-5	TOADSTOOL	40%
			NITROSHROOM	38%
			UNIQUE MUSHROOM	22%
COLLECT 2 (GRASS)	FIXED	2-3	SAP PLANT	38%
			HERB	28%
			AIRWEED	20%
			PAINTBERRY	14%
COLLECT 3 (GRASS)	FIXED	2-3	AIRWEED	48%
			HERB	30%
			NULBERRY	22%
INSECT 1	FIXED	3-4	KILLER BEETLE	20%
			DIVINE RHINO	20%
			RARE SCARAB	16%
			THUNDERBUG	15%
			HERCUDROME	12%
			GODBUG	12%
			INSECT HUSK	5%
INSECT 2	A (50%)	3-6	KILLER BEETLE	20%
			GODBUG	20%
			EMPEROR HOPPER	18%
			KING SCARAB	12%
			HERCUDROME	12%
			THUNDERBUG	12%
			DIVINE RHINO	6%
	B (50%)	4-8	KILLER BEETLE	22%
			HERCUDROME	18%
			KING SCARAB	15%
			FLUTTERFLY	15%
			EMPEROR HOPPER	10%
			DIVINE RHINO	10%
			GODBUG	10%
FISHING	FIXED	INF.	SCATTERFISH	28%
			BOMB AROWANA	28%
			SMALL GOLDENFISH	12%
			SUSHIFISH	12%
			GOLDENFISH	8%
			SILVERFISH	6%
			BURST AROWANA	6%

AREA 5

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	2-3	SAP PLANT	38%
			HERB	28%
			AIRWEED	20%
			PAINTBERRY	14%
COLLECT 2 (GRASS)	FIXED	2-3	AIRWEED	48%
			HERB	30%
			NULBERRY	22%
MINING	FIXED	2-4	BATHYCITE ORE	20%
			EARTH CRYSTAL	15%
			ADAMANT ORB	14%
			SUNSPIRE JEWEL	14%
			TIMEWORN CHARM	13%
			PELAGICITE ORE	9%
			SHINING CHARM	8%
			IRON ORE	7%

AREA 6

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING 1	FIXED	4-7	BATHYCITE ORE	20%
			EARTH CRYSTAL	15%
			ADAMANT ORB	14%
			SUNSPIRE JEWEL	14%
			TIMEWORN CHARM	13%
			PELAGICITE ORE	9%
			SHINING CHARM	8%
			IRON ORE	7%
MINING 2	A (60%)	3-6	IRON ORE	21%
			BLOODRUN JEWEL	18%
			BATHYCITE ORE	17%
			CARBALITE ORE	13%
			DRAGONITE ORE	12%
			ADV ARMOR SPHERE	11%
			ADAMANT ORB	8%
	B (40%)	4-8	BATHYCITE ORE	21%
			CARBALITE ORE	20%
			HVY ARMOR SPHERE	17%
			ADAMANT ORB	11%
			MACHALITE ORE	11%
			EARTH CRYSTAL	10%
			LAZURITE JEWEL	10%
MINING 3	A (70%)	3-6	IRON ORE	21%
			BLOODRUN JEWEL	18%
			BATHYCITE ORE	17%
			CARBALITE ORE	13%
			DRAGONITE ORE	12%
			ADV ARMOR SPHERE	11%
			ADAMANT ORB	8%
	B (30%)	4-8	BATHYCITE ORE	21%
			CARBALITE ORE	20%
			HVY ARMOR SPHERE	17%
			ADAMANT ORB	11%
			MACHALITE ORE	11%
			EARTH CRYSTAL	10%
			LAZURITE JEWEL	10%
COLLECT (BONE)	HIDDEN	2-3	ADAMANT ORB	35%
			TIMEWORN CHARM	22%
			ENDURING CHARM	18%
			SHINING CHARM	11%
			HVY ARMOR SPHERE	9%
			PURECRYSTAL	5%
MINING	HIDDEN	2-4	ADAMANT ORB	21%
			HVY ARMOR SPHERE	18%
			TIMEWORN CHARM	18%
			SHINING CHARM	15%
			BATHYCITE ORE	14%
			HRD ARMOR SPHERE	10%
			PELAGICITE ORE	4%
INSECT	HIDDEN	3-5	THUNDERBUG	21%
			FLUTTERFLY	20%
			EMPEROR HOPPER	19%
			KILLER BEETLE	17%
			MEGA FISHING FLY	13%
			GODBUG	10%

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AREA 7

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	3-4	PAINTBERRY	41%
			NULBERRY	38%
			NEEDLEBERRY	21%
COLLECT 2 (FRUIT)	A (72%)	3-6	SCATTERNUT	41%
			MIGHT SEED	35%
			BOMBERRY	24%
	B (28%)	4-6	ADAMANT SEED	40%
			NULBERRY	38%
			NEEDLEBERRY	22%
INSECT	A (50%)	3-6	KILLER BEETLE	20%
			GODBUG	20%
			EMPEROR HOPPER	18%
			KING SCARAB	12%
			HERCUDROME	12%
			THUNDERBUG	12%
			DIVINE RHINO	6%
	B (50%)	4-8	KILLER BEETLE	22%
			HERCUDROME	18%
			KING SCARAB	15%
			FLUTTERFLY	15%
			EMPEROR HOPPER	10%
			DIVINE RHINO	10%
			GODBUG	10%

AREA 8

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	2-3	SAP PLANT	38%
			HERB	28%
			AIRWEED	20%
			PAINTBERRY	14%
COLLECT 2 (MUSHROOM)	A (60%)	2-4	BLUE MUSHROOM	52%
			TOADSTOOL	27%
			UNIQUE MUSHROOM	21%
	B (40%)	4-8	TOADSTOOL	60%
			PARASHROOM	24%
			BLUE MUSHROOM	16%
MINING 1	FIXED	4-6	ADV ARMOR SPHERE	18%
			EARTH CRYSTAL	16%
			HVY ARMOR SPHERE	15%
			BLOODRUN JEWEL	15%
			CARBALITE ORE	12%
			ADAMANT ORB	12%
			IRON ORE	8%
			PURECRYSTAL	4%
MINING 2	A (70%)	3-6	EARTH CRYSTAL	22%
			BLOODRUN JEWEL	18%
			CARBALITE ORE	16%
			IRON ORE	13%
			DRAGONITE ORE	13%
			WHETSTONE	11%
			ELTALITE ORE	7%
	B (30%)	4-8	IRON ORE	20%
			SUNSPIRE JEWEL	20%
			EARTH CRYSTAL	16%
			DRAGONITE ORE	15%
			CARBALITE ORE	13%
			ELTALITE ORE	12%
			PURECRYSTAL	4%
MINING 3	A (70%)	3-6	IRON ORE	34%
			EARTH CRYSTAL	21%
			WHETSTONE	20%
			MACHALITE ORE	16%
			ARMOR SPHERE	9%
	B (30%)	4-8	IRON ORE	29%

AREA 8 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			MACHALITE ORE	23%
			EARTH CRYSTAL	18%
			MYSTERY CHARM	18%
			AQUAGLOW JEWEL	12%

AREA 9

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (GRASS)	FIXE3D	3-6	FIRE HERB	49%
			WORM	44%
			INSECT HUSK	7%

AREA 10

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING	FIXED	4-5	ADV ARMOR SPHERE	18%
			EARTH CRYSTAL	16%
			HVY ARMOR SPHERE	15%
			BLOODRUN JEWEL	15%
			CARBALITE ORE	12%
			ADAMANT ORB	12%
			IRON ORE	8%
			PURECRYSTAL	4%
INSECT	FIXED	3-5	FLASHBUG	28%
			EMPEROR HOPPER	15%
			HERCUDROME	15%
			KING SCARAB	12%
			DIVINE RHINO	12%
			FLUTTERFLY	9%
			RARE SCARAB	9%



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Tundra



Breakable | Breakable by Monster | Hidden

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Low-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
FISHING	FIXED	INF.	SLEEPYFISH	35%
			PIN TUNA	20%
			WHETFISH	15%
			BURST AROWANA	15%
			SMALL GOLDENFISH	10%
			SPEARTUNA	5%

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	4-8	HONEY	75%
			SNAKEBEE LARVA	15%
			INSECT HUSK	10%
COLLECT 2 (FRUIT)	A (60%)	3-4	MIGHT SEED	37%
			BOMBERRY	25%
			PAINTBERRY	20%
			NULBERRY	18%
	B (40%)	3-6	NULBERRY	42%
			BOMBERRY	26%
			ICE CRYSTAL	20%
			ADAMANT SEED	12%
INSECT 1	FIXED	3-7	BITTERBUG	21%
			GODBUG	21%
			CARPENTERBUG	18%
			FLASHBUG	12%
			THUNDERBUG	12%
			KILLER BEETLE	11%
			INSECT HUSK	5%
INSECT 2	A (66%)	3-4	INSECT HUSK	35%
			FLASHBUG	24%
			BITTERBUG	18%
			THUNDERBUG	15%
			KILLER BEETLE	8%
	B (34%)	4-6	GODBUG	32%
			THUNDERBUG	24%
			FLASHBUG	20%
			KILLER BEETLE	15%
			ROYAL RHINO	9%

AREA 2

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
—	—	—	—	—

AREA 3

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
INSECT	A (66%)	3-4	INSECT HUSK	35%
			FLASHBUG	24%
			BITTERBUG	18%
			THUNDERBUG	15%
			KILLER BEETLE	8%
	B (34%)	4-6	GODBUG	32%
			THUNDERBUG	24%
			FLASHBUG	20%
			KILLER BEETLE	15%
			ROYAL RHINO	9%

AREA 4

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (BONE)	A (68%)	3-4	MYSTERY BONE	58%
			BONE	33%
			UNKNOWN SKULL	9%
	B (32%)	3-6	MONSTER BONE S	35%

AREA 4 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			MONSTER BONE M	27%
			BONE	20%
			GOLDEN BONE	18%
MINING 1	FIXED	3-5	EARTH CRYSTAL	46%
			ICE CRYSTAL	31%
			BLOODSTONE	23%
MINING 2	FIXED	5-10	BLOODSTONE	35%
			ISISIUM	20%
			ICE CRYSTAL	20%
			ARMOR SPHERE+	15%
			STONE	10%
MINING 3	A (88%)	3-6	EARTH CRYSTAL	36%
			BLOODSTONE	27%
			ISISIUM	14%
			SUNSPIRE JEWEL	13%
			GOLDEN BONE	10%
	B (12%)	2-5	MACHALITE ORE	22%
			ISISIUM	20%
			SUNSPIRE JEWEL	16%
			MYSTERY CHARM	14%
			BLOODSTONE	12%
			LIGHTCRYSTAL	10%
			AURISTONE PIECE	6%

AREA 5

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (BONE)	FIXED	3-6	BONE HUSK S	42%
			MYSTERY BONE	33%
			BONE HUSK L	17%
			GOLDEN BONE	8%
COLLECT 2 (BONE)	A (60%)	3-5	MONSTER BONE S	41%
			BONE	35%
			BONE HUSK S	17%
			UNKNOWN SKULL	7%
	B (40%)	3-6	BONE HUSK S	37%
			BONE HUSK L	28%
			MONSTER BONE S	20%
			UNKNOWN SKULL	15%
MINING 1	FIXED	4-8	BLOODSTONE	40%
			EARTH CRYSTAL	26%
			ISISIUM	20%
			STONE	14%
MINING 2	A (72%)	2-4	EARTH CRYSTAL	45%
			BLOODSTONE	37%
			SUNSPIRE JEWEL	18%
	B (28%)	3-7	BLOODSTONE	54%
			SUNSPIRE JEWEL	31%
			LIGHTCRYSTAL	15%
MINING 3	A (88%)	3-6	EARTH CRYSTAL	36%
			BLOODSTONE	27%
			ISISIUM	14%
			SUNSPIRE JEWEL	13%
			GOLDEN BONE	10%
	B (12%)	2-5	MACHALITE ORE	22%
			ISISIUM	20%
			SUNSPIRE JEWEL	16%
			MYSTERY CHARM	14%
			BLOODSTONE	12%
			LIGHTCRYSTAL	10%
			AURISTONE PIECE	6%
MINING 4	A (90%)	3-6	EARTH CRYSTAL	32%
			IRON ORE	32%
			ARMOR SPHERE+	12%
			ARMOR SPHERE	10%
			LIGHTCRYSTAL	8%
			MYSTERY CHARM	6%
	B (10%)	3-4	STONE	41%

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AREA 5 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			EARTH CRYSTAL	28%
			LIGHTCRYSTAL	12%
			ARMOR SPHERE+	10%
			RUSTSHARD	9%

AREA 6

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (FRUIT)	FIXED	2-5	BOMBERRY	41%
			NULBERRY	37%
			HUSKBERRY	22%
MINING	FIXED	3-6	EARTH CRYSTAL	32%
			IRON ORE	22%
			WHETSTONE	17%
			ICE CRYSTAL	13%
			SUNSPIRE JEWEL	9%
			LIGHTCRYSTAL	7%

AREA 7

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	2-5	PAINTBERRY	33%
			ADAMANT SEED	29%
			SLEEP HERB	20%
			NULBERRY	18%
COLLECT 2 (BONE)	FIXED	3-6	BONE HUSK S	46%
			BONE	31%
			MYSTERY BONE	17%
			UNKNOWN SKULL	6%
MINING 1	A (72%)	2-4	EARTH CRYSTAL	45%
			BLOODSTONE	37%
			SUNSPIRE JEWEL	18%
	B (28%)	3-7	BLOODSTONE	54%
			SUNSPIRE JEWEL	31%
			LIGHTCRYSTAL	15%
MINING 2	A (90%)	3-6	EARTH CRYSTAL	32%
			IRON ORE	32%
			ARMOR SPHERE+	12%
			ARMOR SPHERE	10%
			LIGHTCRYSTAL	8%
			MYSTERY CHARM	6%
	B (10%)	3-4	STONE	41%
			EARTH CRYSTAL	28%
			LIGHTCRYSTAL	12%
			ARMOR SPHERE+	10%
			RUSTSHARD	9%

High-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
FISHING	FIXED	INF.	SLEEPYFISH	32%
			PIN TUNA	20%
			WHETFISH	15%
			BURST AROWANA	15%
			SMALL GOLDENFISH	10%
			SPEARTUNA	8%

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	4-8	HONEY	75%
			SNAKEBEE LARVA	15%
			INSECT HUSK	10%
COLLECT 2 (FRUIT)	A (60%)	3-4	MIGHT SEED	37%
			BOMBERRY	25%
			PAINTBERRY	20%
			NULBERRY	18%
	B (40%)	3-6	NULBERRY	42%
			BOMBERRY	26%
			ICE CRYSTAL	20%
			ADAMANT SEED	12%
INSECT 1	A (60%)	3-6	BITTERBUG	20%
			FLASHBUG	16%
			THUNDERBUG	16%
			HERCUDROME	15%
			KILLER BEETLE	10%
			ROYAL RHINO	10%
			BITTERBUG	7%
			INSECT HUSK	6%
	B (40%)	2-4	GODBUG	21%
			RARE SCARAB	16%
			THUNDERBUG	15%
			KILLER BEETLE	13%
			KING SCARAB	11%
			HERCUDROME	11%
			FLASHBUG	8%
			DIVINE RHINO	5%
INSECT 2	FIXED	3-4	RARE SCARAB	21%
			HERCUDROME	20%
			THUNDERBUG	13%
			FLASHBUG	11%
			KING SCARAB	10%
			KILLER BEETLE	10%
			GODBUG	10%
			INSECT HUSK	5%

AREA 2

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
—	—	—	—	—

AREA 3

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
INSECT	A (60%)	3-5	BITTERBUG	20%
			FLASHBUG	16%
			THUNDERBUG	16%
			HERCUDROME	15%
			KILLER BEETLE	10%
			ROYAL RHINO	10%
			BITTERBUG	7%
			INSECT HUSK	6%
	B (40%)	2-3	GODBUG	21%
			RARE SCARAB	16%
			THUNDERBUG	15%
			KILLER BEETLE	13%
			KING SCARAB	11%
			HERCUDROME	11%
			FLASHBUG	8%
			DIVINE RHINO	5%

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AREA 4

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (BONE)	A (68%)	3-4	BONE	35%
			MONSTER BONE S	31%
			BONE HUSK S	17%
			BONE HUSK L	10%
			UNKNOWN SKULL	7%
	B (32%)	3-6	BONE HUSK S	29%
			BONE HUSK L	28%
			MONSTER BONE S	20%
			UNKNOWN SKULL	15%
			DRAGONBONE RELIC	8%
MINING 1	FIXED	3-5	EARTH CRYSTAL	46%
			ICE CRYSTAL	31%
			BLOODSTONE	23%
MINING 2	FIXED	4-6	WHETSTONE	23%
			ICE CRYSTAL	22%
			GRACIUM	18%
			EARTH CRYSTAL	14%
			DEEP BLOODSTONE	10%
			FUCIUM ORE	7%
			LIGHTCRYSTAL	6%
MINING 3	A (50%)	3-5	CARBALITE ORE	25%
			BLOODSTONE	22%
			EARTH CRYSTAL	20%
			MYSTERY CHARM	15%
			SUNSPIRE JEWEL	13%
			AURISTONE PIECE	5%
	B (50%)	2-3	GRACIUM	32%
			SHINING CHARM	20%
			BLOODSTONE	19%
			SUNSPIRE JEWEL	14%
			LIGHTCRYSTAL	10%
			AURISTONE CHUNK	5%

AREA 5

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (BONE)	FIXED	3-6	BONE HUSK S	42%
			MYSTERY BONE	33%
			BONE HUSK L	17%
			GOLDEN BONE	8%
COLLECT 2 (BONE)	A (60%)	3-5	MONSTER BONE S	41%
			BONE	35%
			BONE HUSK S	17%
			UNKNOWN SKULL	7%
	B (40%)	3-6	BONE HUSK S	37%
			BONE HUSK L	28%
			MONSTER BONE S	20%
			UNKNOWN SKULL	15%
MINING 1	FIXED	2-3	ISISIUM	26%
			BLOODSTONE	24%
			GRACIUM	20%
			ADV ARMOR SPHERE	12%
			LIGHTCRYSTAL	10%
			STONE	8%
MINING 2	A (72%)	2-4	EARTH CRYSTAL	45%
			BLOODSTONE	37%
			SUNSPIRE JEWEL	18%
	B (28%)	3-7	BLOODSTONE	54%
			SUNSPIRE JEWEL	31%
			LIGHTCRYSTAL	15%
MINING 3	A (50%)	3-5	CARBALITE ORE	25%
			BLOODSTONE	22%
			EARTH CRYSTAL	20%
			MYSTERY CHARM	15%
			SUNSPIRE JEWEL	13%
			AURISTONE PIECE	5%
	B (50%)	2-3	GRACIUM	32%

AREA 5 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			SHINING CHARM	20%
			BLOODSTONE	19%
			SUNSPIRE JEWEL	14%
			LIGHTCRYSTAL	10%
			AURISTONE CHUNK	5%
MINING 4	A (80%)	3-6	EARTH CRYSTAL	32%
			IRON ORE	32%
			ARMOR SPHERE+	12%
			ARMOR SPHERE	10%
			LIGHTCRYSTAL	8%
			MYSTERY CHARM	6%
	B (20%)	3-4	STONE	41%
			EARTH CRYSTAL	28%
			LIGHTCRYSTAL	12%
			ARMOR SPHERE+	10%
			RUSTSHARD	9%

AREA 6

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (FRUIT)	FIXED	2-5	BOMBERRY	41%
			NULBERRY	37%
			HUSKBERRY	22%
MINING	FIXED	3-6	LIGHTCRYSTAL	32%
			BLOODRUN JEWEL	19%
			ISISIUM	18%
			GRACIUM	11%
			SUNSPIRE JEWEL	11%
			ADV ARMOR SPHERE	9%

AREA 7

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	2-5	PAINTBERRY	33%
			ADAMANT SEED	29%
			SLEEP HERB	20%
			NULBERRY	18%
COLLECT 2 (BONE)	FIXED	3-6	BONE HUSK S	46%
			BONE	31%
			MYSTERY BONE	17%
			UNKNOWN SKULL	6%
MINING 1	A (50%)	3-5	CARBALITE ORE	25%
			BLOODSTONE	22%
			EARTH CRYSTAL	20%
			MYSTERY CHARM	15%
			SUNSPIRE JEWEL	13%
			AURISTONE PIECE	5%
	B (50%)	2-3	GRACIUM	32%
			SHINING CHARM	20%
			BLOODSTONE	19%
			SUNSPIRE JEWEL	14%
			LIGHTCRYSTAL	10%
			AURISTONE CHUNK	5%
MINING 2	A (90%)	3-6	EARTH CRYSTAL	32%
			IRON ORE	32%
			ARMOR SPHERE+	12%
			ARMOR SPHERE	10%
			LIGHTCRYSTAL	8%
			MYSTERY CHARM	6%
	B (10%)	3-4	STONE	41%
			EARTH CRYSTAL	28%
			LIGHTCRYSTAL	12%
			ARMOR SPHERE+	10%
			RUSTSHARD	9%

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AREA 8

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
INSECT	A (60%)	3-6	BITTERBUG	20%
			FLASHBUG	16%
			THUNDERBUG	16%
			HERCUDROME	15%
			KILLER BEETLE	10%
			ROYAL RHINO	10%
			BITTERBUG	7%
			INSECT HUSK	6%
	B (40%)	2-4	GODBUG	21%
			RARE SCARAB	16%
			THUNDERBUG	15%
			KILLER BEETLE	13%
			KING SCARAB	11%
			HERCUDROME	11%
			FLASHBUG	8%
			DIVINE RHINO	5%

AREA 9

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (BONE)	FIXED	3-4	DRAGONBONE RELIC	36%
			BONE HUSK S	24%
			BONE HUSK L	19%
			GOLDEN BONE	15%
			MYSTERY BONE	6%
MINING	A (50%)	3-5	CARBALITE ORE	25%
			BLOODSTONE	22%
			EARTH CRYSTAL	20%
			MYSTERY CHARM	15%
			SUNSPIRE JEWEL	13%
			AURISTONE PIECE	5%
	B (50%)	2-3	GRACIUM	32%
			SHINING CHARM	20%
			BLOODSTONE	19%
			SUNSPIRE JEWEL	14%
			LIGHTCRYSTAL	10%
			AURISTONE CHUNK	5%
INSECT	FIXED	3-6	RARE SCARAB	21%
			HERCUDROME	20%
			THUNDERBUG	13%
			FLASHBUG	11%
			KING SCARAB	10%
			KILLER BEETLE	10%
			GODBUG	10%
			INSECT HUSK	5%

G-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
FISHING	FIXED	INF.	SLEEPYFISH	35%
			PIN TUNA	15%
			BURST AROWANA	15%
			SMALL GOLDENFISH	13%
			SPEARTUNA	12%
			WHETFISH	10%

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	4-8	HONEY	75%
			SNAKEBEE LARVA	15%
			INSECT HUSK	10%
COLLECT 2 (FRUIT)	A (60%)	3-4	MIGHT SEED	37%
			BOMBERRY	25%

AREA 1 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			PAINTBERRY	20%
			NULBERRY	18%
	B (40%)	3-6	NULBERRY	42%
			BOMBERRY	26%
			ICE CRYSTAL	20%
			ADAMANT SEED	12%
INSECT 1	A (60%)	3-6	KING SCARAB	30%
			HERCUDROME	20%
			THUNDERBUG	16%
			CARPENTERBUG	11%
			KILLER BEETLE	10%
			DIVINE RHINO	7%
			INSECT HUSK	6%
	B (40%)	2-4	HERCUDROME	23%
			KING SCARAB	22%
			GODBUG	21%
			EMPEROR HOPPER	15%
			RARE SCARAB	8%
			DIVINE RHINO	7%
			FLUTTERFLY	4%
INSECT 2	FIXED	3-4	RARE SCARAB	19%
			HERCUDROME	16%
			KILLER BEETLE	13%
			THUNDERBUG	13%
			KING SCARAB	11%
			EMPEROR HOPPER	11%
			GODBUG	11%
			FLUTTERFLY	6%
COLLECT 1 (BONE)	HIDDEN	3-6	DRAGONBONE RELIC	35%
			AURISTONE CHUNK	22%
			UNKNOWN SKULL	20%
			BONE HUSK L	17%
			MYSTERY BONE	6%
COLLECT 2 (BONE)	HIDDEN	2-3	PURECRYSTAL	42%
			ENDURING CHARM	18%
			AURISTONE CHUNK	15%
			DRAGONBONE RELIC	14%
			ADAMANT ORB	11%
MINING	FIXED	4-5	LAZURITE JEWEL	21%
			ELTALITE ORE	19%
			PURECRYSTAL	15%
			BLOODRUN JEWEL	14%
			GRACIUM	13%
			ANCIENT SHARD	11%
			ENDURING CHARM	7%

AREA 2

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
—	—	—	—	—

AREA 3

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
INSECT	A (60%)	3-5	KING SCARAB	30%
			HERCUDROME	20%
			THUNDERBUG	16%
			CARPENTERBUG	11%
			KILLER BEETLE	10%
			DIVINE RHINO	7%
			INSECT HUSK	6%
	B (40%)	2-3	HERCUDROME	23%
			KING SCARAB	22%
			GODBUG	21%
			EMPEROR HOPPER	15%
			RARE SCARAB	8%
			DIVINE RHINO	7%
			FLUTTERFLY	4%

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AREA 4

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (BONE)	A (68%)	3-4	BONE	35%
			MONSTER BONE S	31%
			BONE HUSK S	17%
			DRAGONBONE RELIC	10%
			UNKNOWN SKULL	7%
	B (32%)	3-6	DRAGONBONE RELIC	26%
			BONE HUSK S	23%
			BONE HUSK L	18%
			MONSTER BONE S	18%
			UNKNOWN SKULL	15%
MINING 1	FIXED	3-5	EARTH CRYSTAL	46%
			ICE CRYSTAL	31%
			BLOODSTONE	23%
MINING 2	FIXED	4-6	ADV ARMOR SPHERE	23%
			ICE CRYSTAL	20%
			HVY ARMOR SPHERE	18%
			EARTH CRYSTAL	18%
			FUCIUM ORE	11%
			PURECRYSTAL	5%
			MELDSPAR ORE	5%
MINING 3	A (50%)	3-5	EARTH CRYSTAL	20%
			CARBALITE ORE	18%
			DEEP BLOODSTONE	17%
			SHINING CHARM	15%
			BLOODRUN JEWEL	13%
			ISISIUM	10%
			AURISTONE PIECE	7%
	B (50%)	2-3	AURISTONE CHUNK	20%
			GRACIUM	20%
			DEEP BLOODSTONE	14%
			LAZURITE JEWEL	14%
			ENDURING CHARM	12%
			WHETSTONE	10%
			LIGHTCRYSTAL	10%

AREA 5

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (BONE)	FIXED	3-6	BONE HUSK S	42%
			MYSTERY BONE	33%
			BONE HUSK L	17%
			GOLDEN BONE	8%
COLLECT 2 (BONE)	A (60%)	3-5	MONSTER BONE S	41%
			BONE	35%
			BONE HUSK S	17%
			UNKNOWN SKULL	7%
	B (40%)	3-6	BONE HUSK S	37%
			BONE HUSK L	28%
			MONSTER BONE S	20%
			UNKNOWN SKULL	15%
MINING 1	FIXED	2-3	GRACIUM	29%
			HRD ARMOR SPHERE	24%
			HVY ARMOR SPHERE	15%
			ENDURING CHARM	12%
			LIGHTCRYSTAL	12%
			EARTH CRYSTAL	8%
MINING 2	A (72%)	2-4	EARTH CRYSTAL	45%
			BLOODSTONE	37%
			SUNSPIRE JEWEL	18%
	B (28%)	3-7	BLOODSTONE	54%
			SUNSPIRE JEWEL	31%
			LIGHTCRYSTAL	15%
MINING 3	A (50%)	3-5	EARTH CRYSTAL	20%
			CARBALITE ORE	18%
			DEEP BLOODSTONE	17%
			SHINING CHARM	15%

AREA 5 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			BLOODRUN JEWEL	13%
			ISISIUM	10%
			AURISTONE PIECE	7%
	B (50%)	2-3	AURISTONE CHUNK	20%
			GRACIUM	20%
			DEEP BLOODSTONE	14%
			LAZURITE JEWEL	14%
			ENDURING CHARM	12%
			WHETSTONE	10%
			LIGHTCRYSTAL	10%
MINING 4	A (80%)	3-6	EARTH CRYSTAL	32%
			IRON ORE	32%
			ARMOR SPHERE+	12%
			ARMOR SPHERE	10%
			LIGHTCRYSTAL	8%
			MYSTERY CHARM	6%
	B (20%)	3-4	STONE	41%
			EARTH CRYSTAL	28%
			LIGHTCRYSTAL	12%
			ARMOR SPHERE+	10%
			RUSTSHARD	9%

REA 6

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (FRUIT)	FIXED	2-5	BOMBERRY	41%
			NULBERRY	37%
			HUSKBERRY	22%
MINING	FIXED	3-6	LAZURITE JEWEL	21%
			ELTALITE ORE	19%
			PURECRYTSTAL	15%
			BLOODRUN JEWEL	14%
			GRACIUM	13%
			ANCIENT SHARD	11%
			ENDURING CHARM	7%

AREA 7

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	2-5	PAINTBERRY	33%
			ADAMANT SEED	29%
			SLEEP HERB	20%
			NULBERRY	18%
COLLECT 2 (BONE)	FIXED	3-6	BONE HUSK S	46%
			BONE	31%
			MYSTERY BONE	17%
			UNKNOWN SKULL	6%
MINING 1	A (50%)	3-5	EARTH CRYSTAL	20%
			CARBALITE ORE	18%
			DEEP BLOODSTONE	17%
			SHINING CHARM	15%
			BLOODRUN JEWEL	13%
			ISISIUM	10%
			AURISTONE PIECE	7%
	B (50%)	2-3	AURISTONE CHUNK	20%
			GRACIUM	20%
			DEEP BLOODSTONE	14%
			LAZURITE JEWEL	14%
			ENDURING CHARM	12%
			WHETSTONE	10%
			LIGHTCRYSTAL	10%
MINING 2	A (90%)	3-6	EARTH CRYSTAL	32%
			IRON ORE	32%
			ARMOR SPHERE+	12%
			ARMOR SPHERE	10%
			LIGHTCRYSTAL	8%
			MYSTERY CHARM	6%

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AREA 7 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
	B (10%)	3-4	STONE	41%
			EARTH CRYSTAL	28%
			LIGHTCRYSTAL	12%
			ARMOR SPHERE+	10%
			RUSTSHARD	9%

AREA 8

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
INSECT	A (60%)	3-6	KING SCARAB	30%
			HERCUDROME	20%
			THUNDERBUG	16%
			CARPENTERBUG	11%
			KILLER BEETLE	10%
			DIVINE RHINO	7%
			INSECT HUSK	6%
	B (40%	2-4	HERCUDROME	23%
			KING SCARAB	22%
			GODBUG	21%
			EMPEROR HOPPER	15%
			RARE SCARAB	8%
			DIVINE RHINO	7%
			FLUTTERFLY	4%

AREA 9

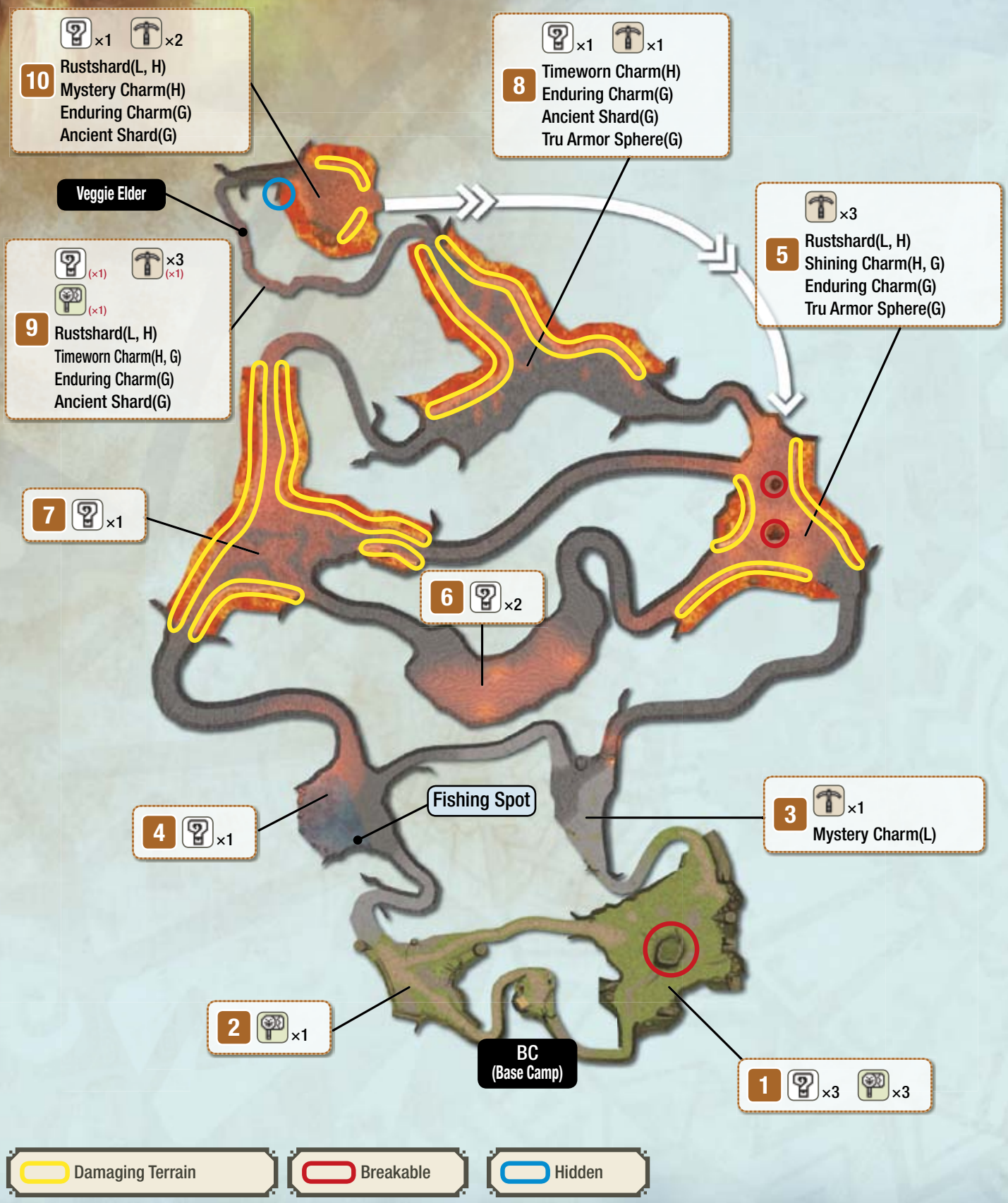
SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (BONE)	FIXED	3-4	DRAGONBONE RELIC	35%
			AURISTONE CHUNK	22%
			UNKNOWN SKULL	20%
			BONE HUSK L	17%
			MYSTERY BONE	6%
MINING	A (50%)	3-5	EARTH CRYSTAL	20%
			CARBALITE ORE	18%
			DEEP BLOODSTONE	17%
			SHINING CHARM	15%
			BLOODRUN JEWEL	13%
			ISISIUM	10%
			AURISTONE PIECE	7%
	B (50%)	2-3	AURISTONE CHUNK	20%
			GRACIUM	20%
			DEEP BLOODSTONE	14%
			LAZURITE JEWEL	14%
			ENDURING CHARM	12%
			WHETSTONE	10%
			LIGHTCRYSTAL	10%
INSECT	FIXED	3-6	RARE SCARAB	19%
			HERCUDROME	16%
			KILLER BEETLE	13%
			THUNDERBUG	13%
			KING SCARAB	11%
			EMPEROR HOPPER	11%
			GODBUG	11%
			FLUTTERFLY	6%



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Volcano



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Low-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
—	—	—	—	—

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	2-4	MIGHT SEED	56%
			BOMBERRY	30%
			NEEDLEBERRY	14%
COLLECT 2 (GRASS)	FIXED	2-3	HOT PEPPER	45%
			IVY	35%
			DRAGON TOADSTOOL	20%
COLLECT 3	A (80%)	3-4	PAINTBERRY	42%
			DRAGONFELL BERRY	26%
			BOMBERRY	20%
			SCATTERNUT	12%
	B (20%)	2-4	DRAGONFELL BERRY	45%
			MIGHT SEED	35%
			ADAMANT SEED	20%
INSECT 1	FIXED	3-5	FLASHBUG	24%
			THUNDERBUG	22%
			CARPENTERBUG	14%
			KILLER BEETLE	13%
			BITTERBUG	12%
			INSECT HUSK	10%
			HERCUDROME	5%
INSECT 2	A (65%)	2-4	WORM	27%
			INSECT HUSK	24%
			KILLER BEETLE	20%
			FLASHBUG	14%
			BUGHOPPER	8%
			SILVER CRICKET	7%
	B (35%)	3-5	KILLER BEETLE	28%
			BITTERBUG	19%
			STINKHOPPER	18%
			SILVER CRICKET	13%
			GODBUG	12%
			THUNDERBUG	10%
INSECT 3	A (65%)	2-4	WORM	27%
			INSECT HUSK	24%
			KILLER BEETLE	20%
			FLASHBUG	14%
			BUGHOPPER	8%
			SILVER CRICKET	7%
	B (35%)	3-5	KILLER BEETLE	28%
			BITTERBUG	19%
			STINK HOPPER	18%
			SILVER CRICKET	13%
			GODBUG	12%
			THUNDERBUG	10%

AREA 2

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
INSECT	A (65%)	2-4	WORM	27%
			INSECT HUSK	24%
			KILLER BEETLE	20%
			FLASHBUG	14%
			BUGHOPPER	8%
			SILVER CRICKET	7%
	B (35%)	3-5	KILLER BEETLE	28%
			BITTERBUG	19%
			STINKHOPPER	18%
			SILVER CRICKET	13%
			GODBUG	12%
			THUNDERBUG	10%

AREA 3

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING	A (85%)	4-6	EARTH CRYSTAL	28%
			ARMOR SPHERE	25%
			WHETSTONE	20%
			DRAGONITE ORE	15%
			STONE	12%
	B (15%)	2-4	DRAGONITE ORE	45%
			SUNSPIRE JEWEL	30%
			FIRESTONE	15%
			MYSTERY CHARM	10%

AREA 4

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (GRASS)	FIXED	2-3	HOT PEPPER	45%
			IVY	35%
			DRAGON TOADSTOOL	20%
FISHING	FIXED	INF.	WANCHOVY	27%
			SUSHIFISH	23%
			SCATTERFISH	20%
			BOMB AROWANA	15%
			PIN TUNA	10%
			GLUTTON TUNA	5%

AREA 5

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING 1	FIXED	2-3	EARTH CRYSTAL	27%
			WHETSTONE	22%
			IRON ORE	20%
			MACHALITE ORE	14%
			AQUAGLOW JEWEL	12%
			FIRESTONE	5%
MINING 2	A (60%)	3-6	EARTH CRYSTAL	34%
			IRON ORE	28%
			DRAGONITE ORE	18%
			ARMOR SPHERE	12%
			ARMOR SPHERE+	8%
	B (40%)	2-4	SUNSPIRE JEWEL	30%
			DRAGONITE ORE	24%
			RUSTSHARD	20%
			IRON ORE	15%
			FIRESTONE	11%
MINING 3	A (65%)	4-7	EARTH CRYSTAL	45%
			MACHALITE ORE	30%
			DRAGONITE ORE	15%
			ARMOR SPHERE	10%
	B (35%)	3-6	SUNSPIRE JEWEL	40%
			DRAGONITE ORE	25%
			ARMOR SPHERE+	23%
			MYSTERY CHARM	12%

AREA 6

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	A (70%)	2-4	NULBERRY	44%
			PAINTBERRY	30%
			BOMBERRY	16%
			SCATTERNUT	10%
	B (30%)	2-3	DRAGONFELL BERRY	48%
			ADAMANT SEED	22%
			MIGHT SEED	18%
			NULBERRY	12%
COLLECT 2 (FRUIT)	A (70%)	3-4	NULBERRY	44%
			PAINTBERRY	30%
			BOMBERRY	16%
			SCATTERNUT	10%
	B (30%)	2-3	DRAGONFELL BERRY	48%

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AREA 6 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			ADAMANT SEED	22%
			MIGHT SEED	18%
			NULBERRY	12%

AREA 7

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (GRASS)	FIXED	2-4	FIRE HERB	38%
			HERB	30%
			ANTIDOTE HERB	24%
			SAP PLANT	8%

AREA 8

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (FRUIT)	FIXED	2-5	ADAMANT SEED	49%
			MIGHT SEED	24%
			DRAGONFELL BERRY	17%
			SCATTERNUT	10%
MINING	FIXED	3-5	IRON ORE	31%
			SUNSPIRE JEWEL	24%
			DRAGONITE ORE	20%
			ARMOR SPHERE+	11%
			MACHALITE ORE	9%
			FIRESTONE	5%

AREA 9

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING 1	FIXED	2-3	IRON ORE	27%
			WHETSTONE	25%
			MACHALITE ORE	20%
			DRAGONITE ORE	12%
			COAL	11%
			RUSTSHARD	5%
MINING 2	FIXED	3-6	EARTH CRYSTAL	29%
			MACHALITE ORE	21%
			DRAGONITE ORE	16%
			MYSTERY CHARM	14%
			ARMOR SPHERE	11%
			FIRESTONE	9%
MINING 3	FIXED	5-7	EARTH CRYSTAL	40%
			ARMOR SPHERE	35%
			DRAGONITE ORE	15%
			ARMOR SPHERE+	10%

AREA 10

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (ROCK)	FIXED	INF.	POWDERSTONE	100%
MINING 1	FIXED	3-5	IRON ORE	27%
			WHETSTONE	25%
			MACHALITE ORE	20%
			DRAGONITE ORE	12%
			COAL	11%
			RUSTSHARD	5%
MINING 2	FIXED	4-6	AQUAGLOW JEWEL	42%
			ARMOR SPHERE+	22%
			SUNSPIRE JEWEL	18%
			COAL	10%
			FIRESTONE	8%

High-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
—	—	—	—	—

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	2-4	MIGHT SEED	56%
			BOMBERRY	30%
			NEEDLEBERRY	14%
COLLECT 2 (GRASS)	FIXED	2-3	HOT PEPPER	45%
			IVY	35%
			DRAGON TOADSTOOL	20%
COLLECT 3 (ROCK)	A (80%)	3-4	PAINTBERRY	42%
			DRAGONFELL BERRY	26%
			BOMBERRY	20%
			SCATTERNUT	12%
	B (20%)	2-4	DRAGONFELL BERRY	45%
			MIGHT SEED	35%
			ADAMANT SEED	20%
INSECT 1	FIXED	3-5	HERCUDROME	20%
			BITTERBUG	19%
			THUNDERBUG	18%
			FLASHBUG	14%
			KILLER BEETLE	12%
			RARE SCARAB	9%
			KING SCARAB	8%
INSECT 2	A (55%)	3-5	WORM	25%
			KILLER BEETLE	22%
			HERCUDROME	16%
			FLASHBUG	15%
			SILVER CRICKET	9%
			RARE SCARAB	9%
			INSECT HUSK	4%
	B (45%)	3-4	MEGA FISHING FLY	20%
			KING SCARAB	19%
			RARE SCARAB	15%
			THUNDERBUG	15%
			SILVER CRICKET	11%
			GODBUG	11%
			GOLD CRICKET	9%
INSECT 3	A (55%)	3-5	WORM	25%
			KILLER BEETLE	22%
			HERCUDROME	16%
			FLASHBUG	15%
			SILVER CRICKET	9%
			RARE SCARAB	9%
			INSECT HUSK	4%
	B (45%)	3-4	MEGA FISHING FLY	20%
			KING SCARAB	19%
			RARE SCARAB	15%
			THUNDERBUG	15%
			SILVER CRICKET	11%
			GODBUG	11%
			GOLD CRICKET	9%

AREA 2

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
INSECT	A (55%)	3-5	WORM	25%
			KILLER BEETLE	22%
			HERCUDROME	16%
			FLASHBUG	15%
			SILVER CRICKET	9%
			RARE SCARAB	9%
			INSECT HUSK	4%
	B (45%)	3-4	MEGA FISHING FLY	20%
			KING SCARAB	19%
			RARE SCARAB	15%
			THUNDERBUG	15%
			SILVER CRICKET	11%
			GODBUG	11%
			GOLD CRICKET	9%

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AREA 3

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING	A (50%)	3-6	EARTH CRYSTAL	21%
			MACHALITE ORE	20%
			FIRESTONE	19%
			HRD ARMOR SPHERE	12%
			IRON ORE	10%
			ARMOR SPHERE+	9%
			ADV ARMOR SPHERE	9%
	B (50%)	2-4	CARBALITE ORE	25%
			DRAGONITE ORE	21%
			VOLATILE COAL	18%
			FIRESTONE	12%
			SUNSPIRE JEWEL	12%
			FIRECELL STONE	8%
			LIGHTCRYSTAL	4%

AREA 4

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (GRASS)	FIXED	2-3	HOT PEPPER	45%
			IVY	35%
			DRAGON TOADSTOOL	20%
FISHING	FIXED	INF.	WANCHOVY	27%
			SUSHIFISH	23%
			SCATTERFISH	20%
			BOMB AROWANA	15%
			PIN TUNA	10%
			GLUTTON TUNA	5%

AREA 5

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING 1	FIXED	2-3	BLOODRUN JEWEL	20%
			EARTH CRYSTAL	18%
			DRAGONITE ORE	15%
			VOLATILE COAL	11%
			COAL	11%
			SHINING CHARM	11%
			FIRESTONE	10%
			MYSTERY CHARM	4%
MINING 2	A (50%)	3-6	EARTH CRYSTAL	21%
			MACHALITE ORE	20%
			FIRESTONE	19%
			HRD ARMOR SPHERE	12%
			IRON ORE	10%
			ARMOR SPHERE+	9%
			ADV ARMOR SPHERE	9%
	B (50%)	2-4	CARBALITE ORE	25%
			DRAGONITE ORE	21%
			VOLATILE COAL	18%
			FIRESTONE	12%
			SUNSPIRE JEWEL	12%
			FIRECELL STONE	8%
			LIGHTCRYSTAL	4%
MINING 3	A (60%)	3-5	EARTH CRYSTAL	25%
			AQUAGLOW JEWEL	22%
			CARBALITE ORE	20%
			SHINING CHARM	15%
			DRAGONITE ORE	10%
			COAL	8%
	B (40%)	3-4	DRAGONITE ORE	25%
			CARBALITE ORE	20%
			BLOODRUN JEWEL	20%
			HRD ARMOR SPHERE	15%
			TIMEWORN CHARM	12%
			FIRECELL STONE	5%
			RUSTSHARD	3%

AREA 6

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	A (70%)	2-4	NULBERRY	44%
			PAINTBERRY	30%
			BOMBERRY	16%
			SCATTERNUT	10%
	B (30%)	2-3	DRAGONFELL BERRY	48%
			ADAMANT SEED	22%
			MIGHT SEED	18%
			NULBERRY	12%
COLLECT 2 (FRUIT)	A (70%)	3-4	NULBERRY	44%
			PAINTBERRY	30%
			BOMBERRY	16%
			SCATTERNUT	10%
	B (30%)	2-3	DRAGONFELL BERRY	48%
			ADAMANT SEED	22%
			MIGHT SEED	18%
			NULBERRY	12%

AREA 7

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (GRASS)	FIXED	2-4	FIRE HERB	38%
			HERB	30%
			ANTIDOTE HERB	24%
			SAP PLANT	8%

AREA 8

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (FRUIT)	FIXED	2-5	ADAMANT SEED	49%
			MIGHT SEED	24%
			DRAGONFELL BERRY	17%
			SCATTERNUT	10%
MINING	FIXED	3-5	CARBALITE ORE	17%
			HRD ARMOR SPHERE	16%
			DRAGONITE ORE	15%
			FIRESTONE	14%
			RUSTSHARD	14%
			FUCIUM ORE	11%
			FIRECELL STONE	8%
			TIMEWORN CHARM	5%

AREA 9

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING 1	FIXED	2-3	IRON ORE	27%
			WHETSTONE	25%
			MACHALITE ORE	20%
			DRAGONITE ORE	12%
			COAL	11%
			RUSTSHARD	5%
MINING 2	FIXED	3-6	CARBALITE ORE	17%
			HRD ARMOR SPHERE	16%
			DRAGONITE ORE	15%
			FIRESTONE	14%
			RUSTSHARD	14%
			FUCIUM ORE	11%
			FIRECELL STONE	8%
			TIMEWORN CHARM	5%
MINING 3	FIXED	1-3	SHINING CHARM	25%
			FIRECELL STONE	17%
			CARBALITE ORE	15%
			VOLATILE COAL	13%
			TIMEWORN CHARM	12%
			HRD ARMOR SPHERE	10%
			RUSTSHARD	8%
COLLECT (BONE)	HIDDEN	2-3	RUSTSHARD	38%
			TIMEWORN CHARM	24%

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AREA 9 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			HRD ARMOR SPHERE	23%
			FIRECELL STONE	15%
MINING	HIDDEN	2-5	SHINING CHARM	25%
			FIRECELL STONE	17%
			CARBALITE ORE	15%
			VOLATILE COAL	13%
			TIMEWORN CHARM	12%
			HRD ARMOR SPHERE	10%
			RUSTSHARD	8%
INSECT	HIDDEN	3-4	HERCUDROME	26%
			GODBUG	21%
			RARE SCARAB	19%
			KING SCARAB	12%
			THUNDERBUG	12%
			KILLER BEETLE	10%

AREA 10

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (ROCK)	FIXED	INF.	POWDERSTONE	100%
MINING 1	FIXED	3-5	BLOODRUN JEWEL	20%
			EARTH CRYSTAL	18%
			DRAGONITE ORE	15%
			VOLATILE COAL	11%
			COAL	11%
			SHINING CHARM	11%
			FIRESTONE	10%
			MYSTERY CHARM	4%
MINING 2	FIXED	4-6	CARBALITE ORE	17%
			HRD ARMOR SPHERE	16%
			DRAGONITE ORE	15%
			FIRESTONE	14%
			RUSTSHARD	14%
			FUCIUM ORE	11%
			FIRECELL STONE	8%
			TIMEWORN CHARM	5%

G-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
—	—	—	—	—

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	3-5	HERB	100%
COLLECT 2 (FRUIT)	FIXED	2-6	HUSKBERRY	40%
			NEEDLEBERRY	25%
			HUSKBERRY	20%
			NEEDLEBERRY	15%
COLLECT 3 (ROCK)	FIXED	3-5	WHETSTONE	75%
			STONE	15%
			STONE	10%
COLLECT 4 (GRASS)	A (80%)	3-5	HERB	50%
			ANTIDOTE HERB	25%
			SLEEP HERB	25%
	B (20%)	3-5	SAP PLANT	50%
			FELVINE	25%
			HERB	25%
COLLECT 5 (MUSHROOM)	A (80%)	3-5	BLUE MUSHROOM	50%
			NITROSHROOM	30%
			TOADSTOOL	20%
	B (20%)	3-5	BLUE MUSHROOM	40%
			UNIQUE MUSHROOM	35%
			CHOICE MUSHROOM	20%
			GREAT SHROOM	5%

AREA 1 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
INSECT	FIXED	4-6	KING SCARAB	30%
			EMPEROR HOPPER	20%
			GODBUG	15%
			CARPENTERBUG	10%
			RARE SCARAB	10%
			ROYAL RHINO	9%
			DIVINE RHINO	6%

AREA 2

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
INSECT	A (60%)	3-5	KING SCARAB	20%
			RARE SCARAB	18%
			HERCUDROME	16%
			WORM	15%
			CARPENTERBUG	12%
			SILVER CRICKET	10%
			GOLD CRICKET	9%
	B (40%)	3-4	HERCUDROME	24%
			KILLER BEETLE	23%
			EMPEROR HOPPER	17%
			THUNDERBUG	11%
			GODBUG	10%
			SILVER CRICKET	8%
			GOLD CRICKET	7%

AREA 3

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING	A (70%)	3-6	EARTH CRYSTAL	28%
			ELTALITE ORE	19%
			FIRECELL STONE	14%
			HRD ARMOR SPHERE	12%
			CARBALITE ORE	10%
			ADV ARMOR SPHERE	9%
			FIRESTONE	8%
	B (30%)	2-4	CARBALITE ORE	25%
			BLOODRUN JEWEL	21%
			ELTALITE ORE	20%
			HVY ARMOR SPHERE	16%
			FIRECELL STONE	10%
			ALLFIRE STONE	5%
			PURECRYSTAL	3%

AREA 4

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (GRASS)	FIXED	2-3	HOT PEPPER	45%
			IVY	35%
			DRAGON TOADSTOOL	20%
FISHING	FIXED	INF.	WANCHOVY	28%
			SCATTERFISH	25%
			GLUTTON TUNA	16%
			BOMB AROWANA	13%
			SUSHIFISH	10%
			PIN TUNA	5%

AREA 5

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING 1	FIXED	2-3	FIRESTONE	18%
			FIRECELL STONE	15%
			ELTALITE ORE	12%
			FUCIUM ORE	12%
			CARBALITE ORE	10%
			BLOODRUN JEWEL	10%
			SHINING CHARM	10%
			TIMEWORN CHARM	8%
			HVY ARMOR SPHERE	5%
MINING 2	A (70%)	3-6	EARTH CRYSTAL	39%
			CARBALITE ORE	30%

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AREA 5 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			ELTALITE ORE	15%
			HRD ARMOR SPHERE	10%
			HVY ARMOR SPHERE	6%
	B (30%)	2-4	BLOODRUN JEWEL	40%
			ELTALITE ORE	28%
			MELDSPAR ORE	13%
			TIMEWORN CHARM	12%
			TRU ARMOR SPHERE	7%
MINING 3	A (60%)	3-5	ELTALITE ORE	21%
			BLOODRUN JEWEL	21%
			CARBALITE ORE	15%
			SHINING CHARM	15%
			EARTH CRYSTAL	12%
			TIMEWORN CHARM	11%
			ADAMANT ORB	5%
	B (40%)	3-4	CARBALITE ORE	31%
			BLOODRUN JEWEL	22%
			FUCIUM ORE	20%
			FIRECELL STONE	11%
			TRU ARMOR SPHERE	8%
			ENDURING CHARM	5%
			ANCIENT SHARD	3%

AREA 6

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	A (70%)	2-4	NULBERRY	44%
			PAINTBERRY	30%
			BOMBERRY	16%
			SCATTERNUT	10%
	B (30%)	2-3	DRAGONFELL BERRY	48%
			ADAMANT SEED	22%
			MIGHT SEED	18%
			NULBERRY	12%
COLLECT 2 (FRUIT)	A (70%)	3-4	NULBERRY	44%
			PAINTBERRY	30%
			BOMBERRY	16%
			SCATTERNUT	10%
	B (30%)	2-3	DRAGONFELL BERRY	48%
			ADAMANT SEED	22%
			MIGHT SEED	18%
			NULBERRY	12%

AREA 7

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (GRASS)	FIXED	2-4	FIRE HERB	38%
			HERB	30%
			ANTIDOTE HERB	24%
			SAP PLANT	8%

AREA 8

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (FRUIT)	FIXED	2-5	ADAMANT SEED	49%
			MIGHT SEED	24%
			DRAGONFELL BERRY	17%
			SCATTERNUT	10%
MINING	FIXED	3-5	FIRECELL STONE	22%
			MELDSPAR ORE	20%
			ELTALITE ORE	14%
			WHETSTONE	13%
			CARBALITE ORE	8%
			ALLFIRE STONE	8%
			ANCIENT SHARD	7%
			ENDURING CHARM	5%
			TRU ARMOR SPHERE	3%

AREA 9

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
MINING 1	FIXED	2-3	IRON ORE	27%
			WHETSTONE	25%
			MACHALITE ORE	20%
			DRAGONITE ORE	12%
			COAL	11%
			RUSTSHARD	5%
MINING 2	FIXED	3-6	FIRECELL STONE	22%
			MELDSPAR ORE	20%
			ELTALITE ORE	14%
			WHETSTONE	13%
			CARBALITE ORE	8%
			ALLFIRE STONE	8%
			ANCIENT SHARD	7%
			ENDURING CHARM	5%
			TRU ARMOR SPHERE	3%
MINING 3	FIXED	1-3	FIRECELL STONE	18%
			ELTALITE ORE	15%
			ALLFIRE STONE	15%
			VOLATILE COAL	13%
			SHINING CHARM	12%
			ENDURING CHARM	11%
			ADAMANT ORB	8%
			ANCIENT SHARD	8%
COLLECT (BONE)	HIDDEN	2-3	ANCIENT SHARD	41%
			TIMEWORN CHARM	24%
			TRU ARMOR SPHERE	23%
			ALLFIRE STONE	12%
MINING	HIDDEN	2-5	FIRECELL STONE	18%
			ELTALITE ORE	15%
			ALLFIRE STONE	15%
			VOLATILE COAL	13%
			SHINING CHARM	12%
			ENDURING CHARM	11%
			ADAMANT ORB	8%
			ANCIENT SHARD	8%
INSECT	HIDDEN	3-4	HERCUDROME	26%
			RARE SCARAB	23%
			EMPEROR HOPPER	17%
			FLUTTERFLY	14%
			KING SCARAB	10%
			GODBUG	10%

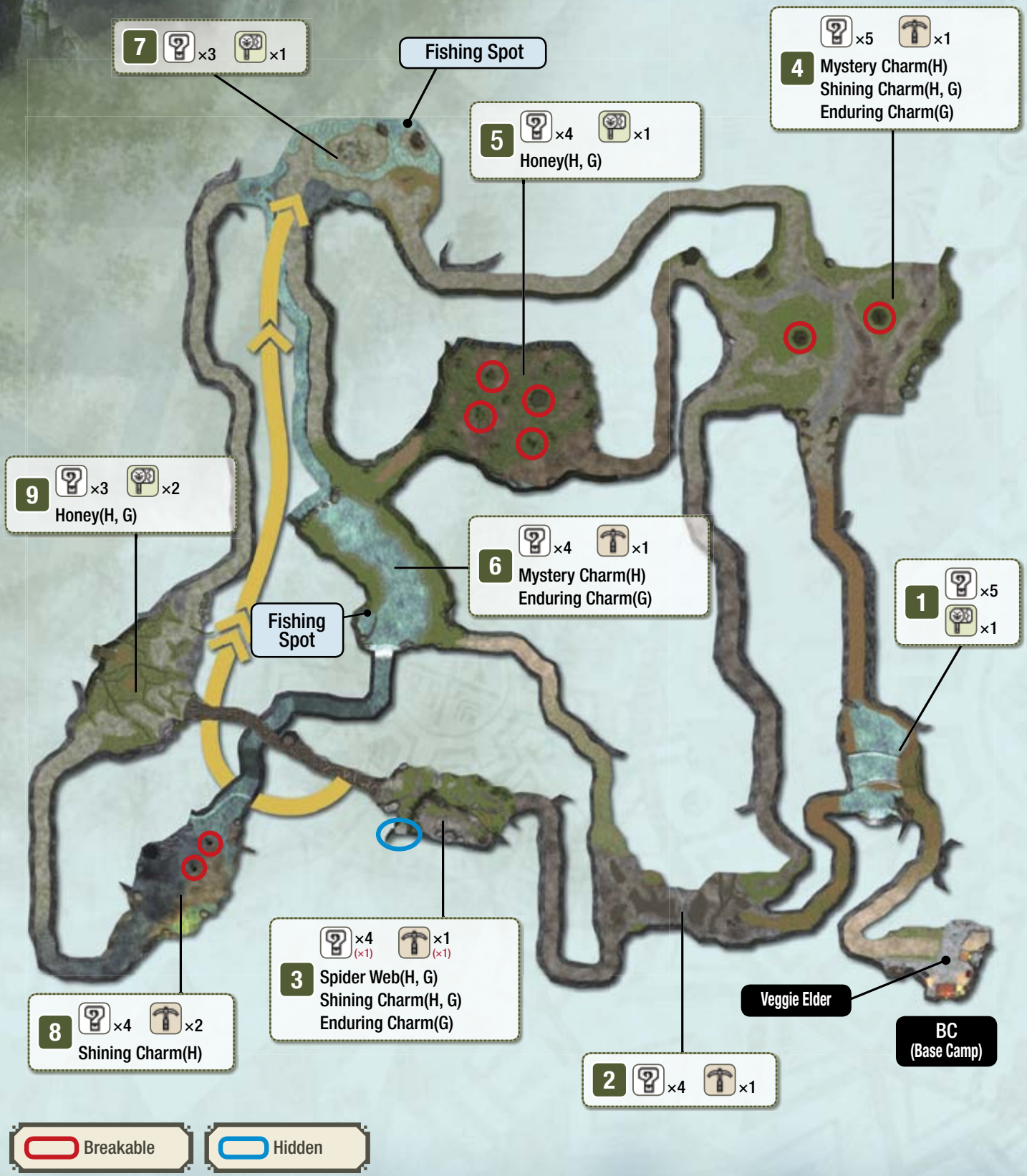
AREA 10

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT (ROCK)	FIXED	INF.	POWDERSTONE	100%
MINING 1	FIXED	3-5	FIRESTONE	18%
			FIRECELL STONE	15%
			ELTALITE ORE	12%
			FUCIUM ORE	12%
			CARBALITE ORE	10%
			BLOODRUN JEWEL	10%
			SHINING CHARM	10%
			TIMEWORN CHARM	8%
			HVY ARMOR SPHERE	5%
MINING 2	FIXED	4-6	FIRECELL STONE	22%
			MELDSPAR ORE	20%
			ELTALITE ORE	14%
			WHETSTONE	13%
			CARBALITE ORE	8%
			ALLFIRE STONE	8%
			ANCIENT SHARD	7%
			ENDURING CHARM	5%
			TRU ARMOR SPHERE	3%

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Misty Peaks



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High-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
—	—	—	—	—

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	3-5	HERB	100%
COLLECT 2 (FRUIT)	FIXED	2-6	HUSKBERRY	40%
			NEEDLEBERRY	25%
			HUSKBERRY	20%
			NEEDLEBERRY	15%
COLLECT 3 (ROCK)	FIXED	3-5	WHETSTONE	75%
			STONE	15%
			STONE	10%
COLLECT 4 (GRASS)	A (80%)	3-5	HERB	50%
			ANTIDOTE HERB	25%
			SLEEP HERB	25%
	B (20%	3-5	SAP PLANT	50%
			FELVINE	25%
			HERB	25%
COLLECT 5 (MUSHROOM)	A (80%)	3-5	BLUE MUSHROOM	50%
			NITROSHROOM	30%
			TOADSTOOL	20%
	B (20%)	3-5	BLUE MUSHROOM	40%
			UNIQUE MUSHROOM	35%
			CHOICE MUSHROOM	20%
			GREAT SHROOM	5%
INSECT	FIXED	4-6	BITTERBUG	32%
			FLASHBUG	21%
			KING SCARAB	18%
			GODBUG	15%
			ROYAL RHINO	8%
			DIVINE RHINO	6%

AREA 2

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (MUSHROOM)	FIXED	3-5	BLUE MUSHROOM	73%
			UNIQUE MUSHROOM	16%
			CHOICE MUSHROOM	9%
			GREAT SHROOM	2%
COLLECT 2 (BONE)	FIXED	4-6	BONE	60%
			MYSTERY BONE	40%
COLLECT 3 (DUNG)	FIXED	3-6	DUNG	60%
			DUNG	30%
			NULBERRY	10%
COLLECT 4 (ROCK)	A (70%)	2-4	STONE	75%
			WHETSTONE	20%
			EARTH CRYSTAL	5%
	B (30%)	2-4	STONE	50%
			WHETSTONE	35%
			EARTH CRYSTAL	15%
MINING	FIXED	4-6	IRON ORE	32%
			WHETSTONE	23%
			MACHALITE ORE	20%
			BALMSTONE PIECE	8%
			CARBALITE ORE	8%
			STONE	5%
			BALMSTONE CHUNK	4%

AREA 3

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (BAMBOO)	FIXED	2-5	SUPER SPROUT	90%
			IVY	10%
COLLECT 2 (BAMBOO)	FIXED	3-4	SUPER SPROUT	90%
			IVY	10%
COLLECT 3 (BUG)	FIXED	3-5	SPIDER WEB	75%
			MEGA FISHING FLY	17%
			INSECT HUSK	8%
COLLECT 4 (BAMBOO)	A (70%)	3-5	SUPER SPROUT	90%
			IVY	10%
	B (30%)	3-5	SUPER SPROUT	90%
			IVY	10%
MINING	FIXED	3-5	IRON ORE	40%
			WHETSTONE	20%
			EARTH CRYSTAL	18%
			BALMSTONE PIECE	10%
			MACHALITE ORE	10%
			LIGHTCRYSTAL	2%
COLLECT (BONE)	HIDDEN	2-3	BALMSTONE CHUNK	32%
			BALMSTONE PIECE	21%
			EARTH CRYSTAL	18%
			SHINING CHARM	17%
			ARMOR SPHERE+	12%
MINING	HIDDEN	3-6	CARBALITE ORE	25%
			DRAGONITE ORE	23%
			BALMSTONE CHUNK	12%
			BALMSTONE PIECE	10%
			ARMOR SPHERE+	10%
			WHETSTONE	10%
			SHINING CHARM	10%

AREA 4

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (BOX)	FIXED	2-6	PAINTBALL	70%
			RATION	20%
			THROWING KNIFE	10%
COLLECT 2 (GRASS)	FIXED	2-5	SAP PLANT	40%
			IVY	30%
			HERB	30%
COLLECT 3 (FRUIT)	FIXED	3-4	PAINTBERRY	60%
			NEEDLEBERRY	25%
			NEEDLEBERRY	15%
COLLECT 4 (MUSHROOM)	A (80%)	3-5	PARASHROOM	50%
			BLUE MUSHROOM	40%
			UNIQUE MUSHROOM	10%
	B (20%)	3-5	NITROSHROOM	32%
			UNIQUE MUSHROOM	31%
			TOADSTOOL	20%
			GREAT SHROOM	17%
COLLECT 5 (FRUIT)	A (70%)	3-4	PAINTBERRY	60%
			NEEDLEBERRY	25%
			SCATTERNUT	15%
	B (30%)	3-4	PAINTBERRY	40%
			HUSKBERRY	25%
			NULBERRY	20%
			BOMBERRY	15%
MINING	FIXED	3-6	IRON ORE	30%
			EARTH CRYSTAL	22%
			DRAGONITE ORE	20%
			MYSTERY CHARM	8%
			BALMSTONE PIECE	7%
			STONE	5%
			SHINING CHARM	5%
			BALMSTONE CHUNK	3%

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AREA 5

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	2-4	HONEY	70%
			ROYAL HONEY	30%
COLLECT 2 (FRUIT)	FIXED	3-5	HONEY	70%
			ROYAL HONEY	30%
COLLECT 3 (GRASS)	FIXED	3-5	SLEEP HERB	40%
			ANTIDOTE HERB	30%
			HERB	30%
COLLECT 4 (MUSHROOM)	FIXED	3-5	BLUE MUSHROOM	66%
			UNIQUE MUSHROOM	15%
			CHOICE MUSHROOM	10%
			DRAGON TOADSTOOL	5%
			GREAT SHROOM	4%
INSECT	A (70%)	4-6	CARPENTERBUG	25%
			MEGA FISHING FLY	15%
			THUNDERBUG	15%
			KING SCARAB	13%
			FLASHBUG	12%
			BITTERBUG	10%
			ROYAL RHINO	10%
	B (30%)	4-6	THUNDERBUG	26%
			KING SCARAB	19%
			GODBUG	15%
			MEGA FISHING FLY	13%
			BITTERBUG	12%
			ROYAL RHINO	9%
			DIVINE RHINO	6%

AREA 6

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (ROCK)	FIXED	INF.	WORM	80%
			STONE	20%
COLLECT 2 (FRUIT)	FIXED	3-6	PAINTBERRY	40%
			HUSKBERRY	25%
			NULBERRY	20%
			HUSKBERRY	15%
COLLECT 3 (GRASS)	FIXED	3-6	HERB	50%
			FELVINE	40%
			SAP PLANT	10%
COLLECT 4 (FRUIT)	A (60%)	3-4	PAINTBERRY	60%
			NEEDLEBERRY	25%
			SCATTERNUT	15%
	B (40%)	3-4	PAINTBERRY	40%
			HUSKBERRY	25%
			NULBERRY	20%
			BOMBERRY	15%
MINING	FIXED	3-5	DRAGONITE ORE	20%
			EARTH CRYSTAL	15%
			WHETSTONE	15%
			BALMSTONE PIECE	12%
			MACHALITE ORE	12%
			CARBALITE ORE	10%
			BALMSTONE CHUNK	8%
			MYSTERY CHARM	8%
FISHING	FIXED	INF.	SUSHIFISH	40%
			PIN TUNA	25%
			POPFISH	20%
			GOLDENFISH	5%
			SMALL GOLDENFISH	5%
			SILVERFISH	5%

AREA 7

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	3-6	PAINTBERRY	50%
			NULBERRY	35%
			SCATTERNUT	15%
COLLECT 2 (MUSHROOM)	FIXED	3-5	BLUE MUSHROOM	32%

AREA 7 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			NITROSHROOM	28%
			UNIQUE MUSHROOM	15%
			TOADSTOOL	15%
			CHOICE MUSHROOM	5%
			GREAT SHROOM	5%
COLLECT 3 (GRASS)	A (80%)	3-5	HERB	50%
			ANTIDOTE HERB	25%
			SLEEP HERB	25%
	B (20%)	3-5	SAP PLANT	30%
			FIRE HERB	25%
			HERB	25%
			FELVINE	20%
INSECT	FIXED	3-5	THUNDERBUG	25%
			CARPENTERBUG	20%
			FLASHBUG	15%
			KING SCARAB	10%
			MEGA FISHING FLY	10%
			BITTERBUG	10%
			ROYAL RHINO	6%
			DIVINE RHINO	4%
FISHING	FIXED	INF.	WHETFISH	35%
			POPFISH	26%
			PIN TUNA	26%
			SMALL GOLDENFISH	8%
			SILVERFISH	5%

AREA 8

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (EGG)	FIXED	2-5	MYSTERY BONE	50%
			WYVERN EGG	35%
			BONE	15%
COLLECT 2 (BONE)	FIXED	2-5	MYSTERY BONE	45%
			BONE	35%
			UNKNOWN SKULL	15%
			MONSTER BONE S	5%
COLLECT 3 (ROCK)	FIXED	3-5	WHETSTONE	75%
			STONE	15%
			STONE	10%
COLLECT 4 (DUNG)	FIXED	4-6	DUNG	55%
			DUNG	30%
			MONSTER BONE S	15%
MINING 1	FIXED	3-6	IRON ORE	20%
			MACHALITE ORE	20%
			CARBALITE ORE	15%
			EARTH CRYSTAL	13%
			BALMSTONE PIECE	8%
			SHINING CHARM	8%
			STONE	7%
			ARMOR SPHERE+	5%
			BALMSTONE CHUNK	4%
MINING 2	A (80%)	4-6	EARTH CRYSTAL	20%
			IRON ORE	20%
			STONE	18%
			ARMOR SPHERE	18%
			ARMOR SPHERE+	10%
			MACHALITE ORE	9%
			DRAGONITE ORE	5%
	B (20%)	4-6	WHETSTONE	25%
			ARMOR SPHERE+_	16%
			CARBALITE ORE	15%
			ADV ARMOR SPHERE	13%
			DRAGONITE ORE	13%
			BALMSTONE PIECE	10%
			BALMSTONE CHUNK	5%
			LIGHTCRYSTAL	3%

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AREA 9

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	3-5	HONEY	70%
			ROYAL HONEY	30%
COLLECT 2 (MUSHROOM)	FIXED	3-5	NITROSHROOM	28%
			TOADSTOOL	19%
			UNIQUE MUSHROOM	18%
			DRAGON TOADSTOOL	14%
			CHOICE MUSHROOM	11%
			GREAT SHROOM	10%
COLLECT 3 (MUSHROOM)	A (80%)	3-5	BLUE MUSHROOM	50%
			UNIQUE MUSHROOM	25%
			NITROSHROOM	25%
	B (20%)	3-5	EXCITESHROOM	35%
			UNIQUE MUSHROOM	35%
			CHOICE MUSHROOM	20%
			GREAT SHROOM	10%
INSECT 1	FIXED	2-6	FLASHBUG	35%
			THUNDERBUG	30%
			KING SCARAB	15%
			GODBUG	10%
			ROYAL RHINO	6%
			DIVINE RHINO	4%
INSECT 2	FIXED	3-5	BITTERBUG	30%
			CARPENTERBUG	18%
			MEGA FISHING FLY	15%
			KING SCARAB	12%
			ROYAL RHINO	10%
			GODBUG	8%
			DIVINE RHINO	7%

G-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
—	—	—	—	—

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (GRASS)	FIXED	3-5	HERB	100%
COLLECT 2 (FRUIT)	FIXED	2-6	HUSKBERRY	40%
			NEEDLEBERRY	25%
			HUSKBERRY	20%
			NEEDLEBERRY	15%
COLLECT 3 (ROCK)	FIXED	3-5	WHETSTONE	75%
			STONE	15%
			STONE	10%
COLLECT 4 (GRASS)	A (80%)	3-5	HERB	50%
			ANTIDOTE HERB	25%
			SLEEP HERB	25%
	B (20%	3-5	SAP PLANT	50%
			FELVINE	25%
			HERB	25%
COLLECT 5 (MUSHROOM)	A (80%)	3-5	BLUE MUSHROOM	50%
			NITROSHROOM	30%
			TOADSTOOL	20%
	B (20%)	3-5	BLUE MUSHROOM	40%
			UNIQUE MUSHROOM	35%
			CHOICE MUSHROOM	20%
			GREAT SHROOM	5%
INSECT	FIXED	4-6	KING SCARAB	30%
			EMPEROR HOPPER	20%
			GODBUG	15%
			CARPENTERBUG	10%

AREA 1 (CONTINUED)

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
			RARE SCARAB	10%
			ROYAL RHINO	9%
			DIVINE RHINO	6%

AREA 2

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (MUSHROOM)	FIXED	3-5	BLUE MUSHROOM	73%
			UNIQUE MUSHROOM	16%
			CHOICE MUSHROOM	9%
			GREAT SHROOM	2%
COLLECT 2 (BONE)	FIXED	4-6	BONE	60%
			MYSTERY BONE	40%
COLLECT 3 (DUNG)	FIXED	3-6	DUNG	60%
			DUNG	30%
			NULBERRY	10%
COLLECT 4 (ROCK)	A (70%)	2-4	STONE	75%
			WHETSTONE	20%
			EARTH CRYSTAL	5%
	B (30%)	2-4	STONE	50%
			WHETSTONE	35%
			EARTH CRYSTAL	15%
MINING	FIXED	4-6	IRON ORE	32%
			WHETSTONE	23%
			CARBALITE ORE	20%
			ELTALITE ORE	8%
			BALMSTONE PIECE	8%
			STONE	5%
			BALMSTONE CHUNK	4%

AREA 3

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (BAMBOO)	FIXED	2-5	SUPER SPROUT	90%
			IVY	10%
COLLECT 2 (BAMBOO)	FIXED	3-4	SUPER SPROUT	90%
			IVY	10%
COLLECT 3 (BUG)	FIXED	3-5	SPIDER WEB	75%
			MEGA FISHING FLY	17%
			INSECT HUSK	8%
COLLECT 4 (BAMBOO)	A (70%)	3-5	SUPER SPROUT	90%
			IVY	10%
	B (30%)	3-5	SUPER SPROUT	90%
			IVY	10%
MINING	FIXED	3-5	IRON ORE	31%
			EARTH CRYSTAL	20%
			WHETSTONE	15%
			BALMSTONE PIECE	10%
			MACHALITE ORE	10%
			CARBALITE ORE	8%
			PURECRYSTAL	6%
COLLECT (BONE)	HIDDEN	2-3	ENDURING CHARM	32%
			ADAMANT ORB	18%
			BALMSTONE PIECE	17%
			SHINING CHARM	14%
			BALMSTONE CHUNK	11%
			PURECRYSTAL	8%
MINING	HIDDEN	3-6	DRAGONITE ORE	23%
			ELTALITE ORE	15%
			WHETSTONE	15%
			BALMSTONE CHUNK	12%
			BALMSTONE PIECE	10%
			ADV ARMOR SPHERE	10%
			ENDURING CHARM	10%
			HRD ARMOR SPHERE	5%

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AREA 4

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (BOX)	FIXED	2-6	PAINTBALL	70%
			RATION	20%
			THROWING KNIFE	10%
COLLECT 2 (GRASS)	FIXED	2-5	SAP PLANT	40%
			IVY	30%
			HERB	30%
COLLECT 3 (FRUIT)	FIXED	3-4	PAINTBERRY	60%
			NEEDLEBERRY	25%
			NEEDLEBERRY	15%
COLLECT 4 (MUSHROOM)	A (80%)	3-5	PARASHROOM	50%
			BLUE MUSHROOM	40%
			UNIQUE MUSHROOM	10%
	B (20%)	3-5	NITROSHROOM	32%
			UNIQUE MUSHROOM	31%
			TOADSTOOL	20%
			GREAT SHROOM	17%
COLLECT 5 (FRUIT)	A (70%)	3-4	PAINTBERRY	60%
			NEEDLEBERRY	25%
			SCATTERNUT	15%
	B (30%)	3-4	PAINTBERRY	40%
			HUSKBERRY	25%
			NULBERRY	20%
			BOMBERRY	15%
MINING	FIXED	3-6	IRON ORE	30%
			EARTH CRYSTAL	22%
			DRAGONITE ORE	20%
			SHINING CHARM	8%
			BALMSTONE PIECE	7%
			STONE	5%
			ENDURING CHARM	5%
			BALMSTONE CHUNK	3%

AREA 5

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	2-4	HONEY	70%
			ROYAL HONEY	30%
COLLECT 2 (FRUIT)	FIXED	3-5	HONEY	70%
			ROYAL HONEY	30%
COLLECT 3 (GRASS)	FIXED	3-5	SLEEP HERB	40%
			ANTIDOTE HERB	30%
			HERB	30%
COLLECT 4 (MUSHROOM)	FIXED	3-5	BLUE MUSHROOM	66%
			UNIQUE MUSHROOM	15%
			CHOICE MUSHROOM	10%
			DRAGON TOADSTOOL	5%
			GREAT SHROOM	4%
INSECT	A (70%)	4-6	KING SCARAB	25%
			CARPENTERBUG	20%
			MEGA FISHING FLY	18%
			THUNDERBUG	15%
			ROYAL RHINO	10%
			EMPEROR HOPPER	7%
			DIVINE RHINO	5%
	B (30%)	4-6	EMPEROR HOPPER	23%
			KING SCARAB	20%
			GODBUG	15%
			THUNDERBUG	13%
			FLUTTERFLY	12%
			DIVINE RHINO	10%
			ROYAL RHINO	6%

AREA 6

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (ROCK)	FIXED	INF.	WORM	80%
			STONE	20%
COLLECT 2 (FRUIT)	FIXED	3-6	PAINTBERRY	40%
			HUSKBERRY	25%
			NULBERRY	20%
			HUSKBERRY	15%
COLLECT 3 (GRASS)	FIXED	3-6	HERB	50%
			FELVINE	40%
			SAP PLANT	10%
COLLECT 4 (FRUIT)	A (60%)	3-4	PAINTBERRY	60%
			NEEDLEBERRY	25%
			SCATTERNUT	15%
	B (40%)	3-4	PAINTBERRY	40%
			HUSKBERRY	25%
			NULBERRY	20%
			BOMBERRY	15%
MINING	FIXED	3-5	CARBALITE ORE	20%
			DRAGONITE ORE	20%
			EARTH CRYSTAL	15%
			WHETSTONE	15%
			BALMSTONE PIECE	12%
			BALMSTONE CHUNK	8%
			SHINING CHARM	6%
			ENDURING CHARM	4%
FISHING	FIXED	INF.	SUSHIFISH	40%
			PIN TUNA	25%
			POPFISH	22%
			GOLDENFISH	8%
			SILVERFISH	5%

AREA 7

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	3-6	PAINTBERRY	50%
			NULBERRY	35%
			SCATTERNUT	15%
COLLECT 2 (MUSHROOM)	FIXED	3-5	BLUE MUSHROOM	32%
			NITROSHROOM	28%
			UNIQUE MUSHROOM	15%
			TOADSTOOL	15%
			CHOICE MUSHROOM	5%
			GREAT SHROOM	5%
COLLECT 3 (GRASS)	A (80%)	3-5	HERB	50%
			ANTIDOTE HERB	25%
			SLEEP HERB	25%
	B (20%)	3-5	SAP PLANT	30%
			FIRE HERB	25%
			HERB	25%
			FELVINE	20%
INSECT	FIXED	3-5	THUNDERBUG	30%
			CARPENTERBUG	24%
			MEGA FISHING FLY	14%
			FLUTTERFLY	12%
			KING SCARAB	10%
			ROYAL RHINO	6%
			DIVINE RHINO	4%
FISHING	FIXED	INF.	WHETFISH	35%
			POPFISH	24%
			PIN TUNA	24%
			SMALL GOLDENFISH	12%
			SILVERFISH	5%

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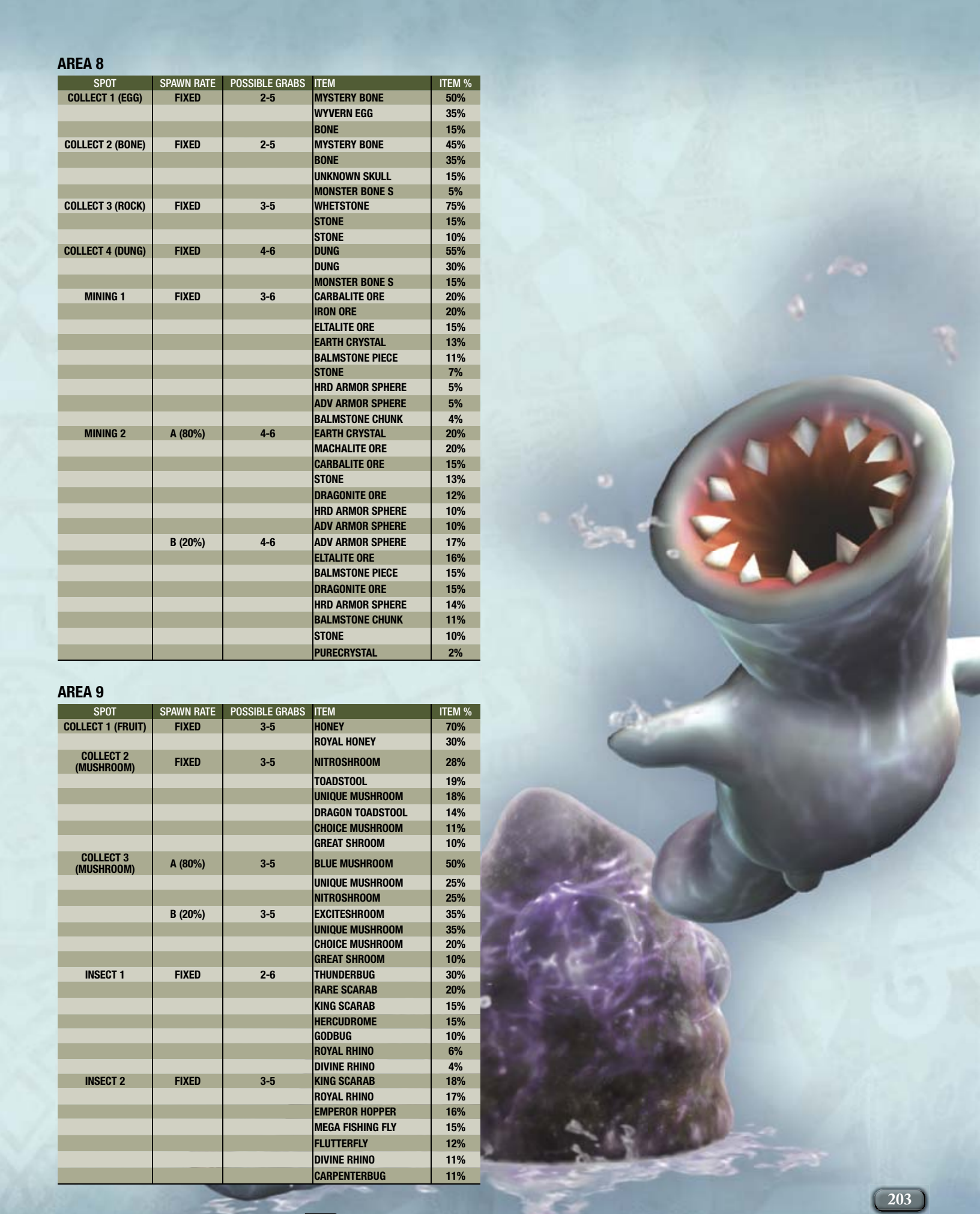
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AREA 8

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (EGG)	FIXED	2-5	MYSTERY BONE	50%
			WYVERN EGG	35%
			BONE	15%
COLLECT 2 (BONE)	FIXED	2-5	MYSTERY BONE	45%
			BONE	35%
			UNKNOWN SKULL	15%
			MONSTER BONE S	5%
COLLECT 3 (ROCK)	FIXED	3-5	WHETSTONE	75%
			STONE	15%
			STONE	10%
COLLECT 4 (DUNG)	FIXED	4-6	DUNG	55%
			DUNG	30%
			MONSTER BONE S	15%
MINING 1	FIXED	3-6	CARBALITE ORE	20%
			IRON ORE	20%
			ELTALITE ORE	15%
			EARTH CRYSTAL	13%
			BALMSTONE PIECE	11%
			STONE	7%
			HRD ARMOR SPHERE	5%
			ADV ARMOR SPHERE	5%
			BALMSTONE CHUNK	4%
MINING 2	A (80%)	4-6	EARTH CRYSTAL	20%
			MACHALITE ORE	20%
			CARBALITE ORE	15%
			STONE	13%
			DRAGONITE ORE	12%
			HRD ARMOR SPHERE	10%
			ADV ARMOR SPHERE	10%
	B (20%)	4-6	ADV ARMOR SPHERE	17%
			ELTALITE ORE	16%
			BALMSTONE PIECE	15%
			DRAGONITE ORE	15%
			HRD ARMOR SPHERE	14%
			BALMSTONE CHUNK	11%
			STONE	10%
			PURECRYSTAL	2%

AREA 9

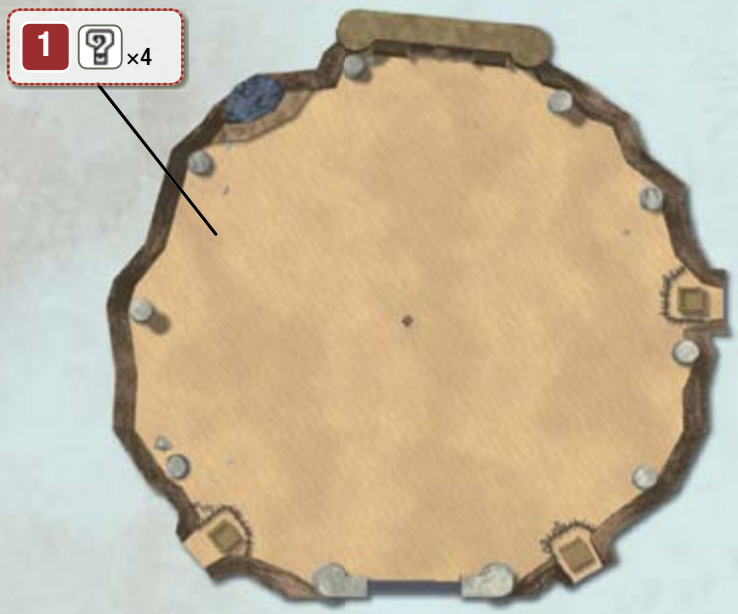
SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (FRUIT)	FIXED	3-5	HONEY	70%
			ROYAL HONEY	30%
COLLECT 2 (MUSHROOM)	FIXED	3-5	NITROSHROOM	28%
			TOADSTOOL	19%
			UNIQUE MUSHROOM	18%
			DRAGON TOADSTOOL	14%
			CHOICE MUSHROOM	11%
			GREAT SHROOM	10%
COLLECT 3 (MUSHROOM)	A (80%)	3-5	BLUE MUSHROOM	50%
			UNIQUE MUSHROOM	25%
			NITROSHROOM	25%
	B (20%)	3-5	EXCITESHROOM	35%
			UNIQUE MUSHROOM	35%
			CHOICE MUSHROOM	20%
			GREAT SHROOM	10%
INSECT 1	FIXED	2-6	THUNDERBUG	30%
			RARE SCARAB	20%
			KING SCARAB	15%
			HERCUDROME	15%
			GODBUG	10%
			ROYAL RHINO	6%
			DIVINE RHINO	4%
INSECT 2	FIXED	3-5	KING SCARAB	18%
			ROYAL RHINO	17%
			EMPEROR HOPPER	16%
			MEGA FISHING FLY	15%
			FLUTTERFLY	12%
			DIVINE RHINO	11%
			CARPENTERBUG	11%

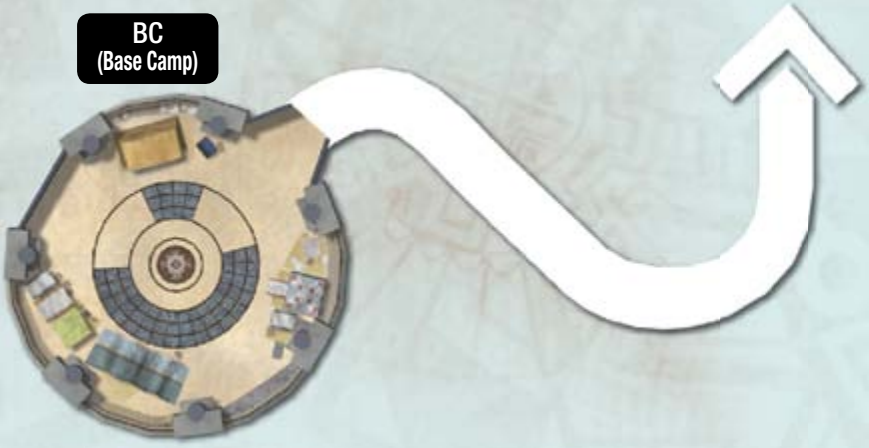


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Land Arena





Low/High/G-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
—	—	—	—	—

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (BOX)	FIXED	2	MEGA POTION	100%
COLLECT 2 (BOX)	FIXED	2	LIFEPOWDER	100%
COLLECT 3 (BOX)	FIXED	2	EZ FLASH BOMB	100%
COLLECT 4 (BOX)	FIXED	2	MEGA POTION	100%

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Water Arena



Low/High/G-rank

BASE CAMP

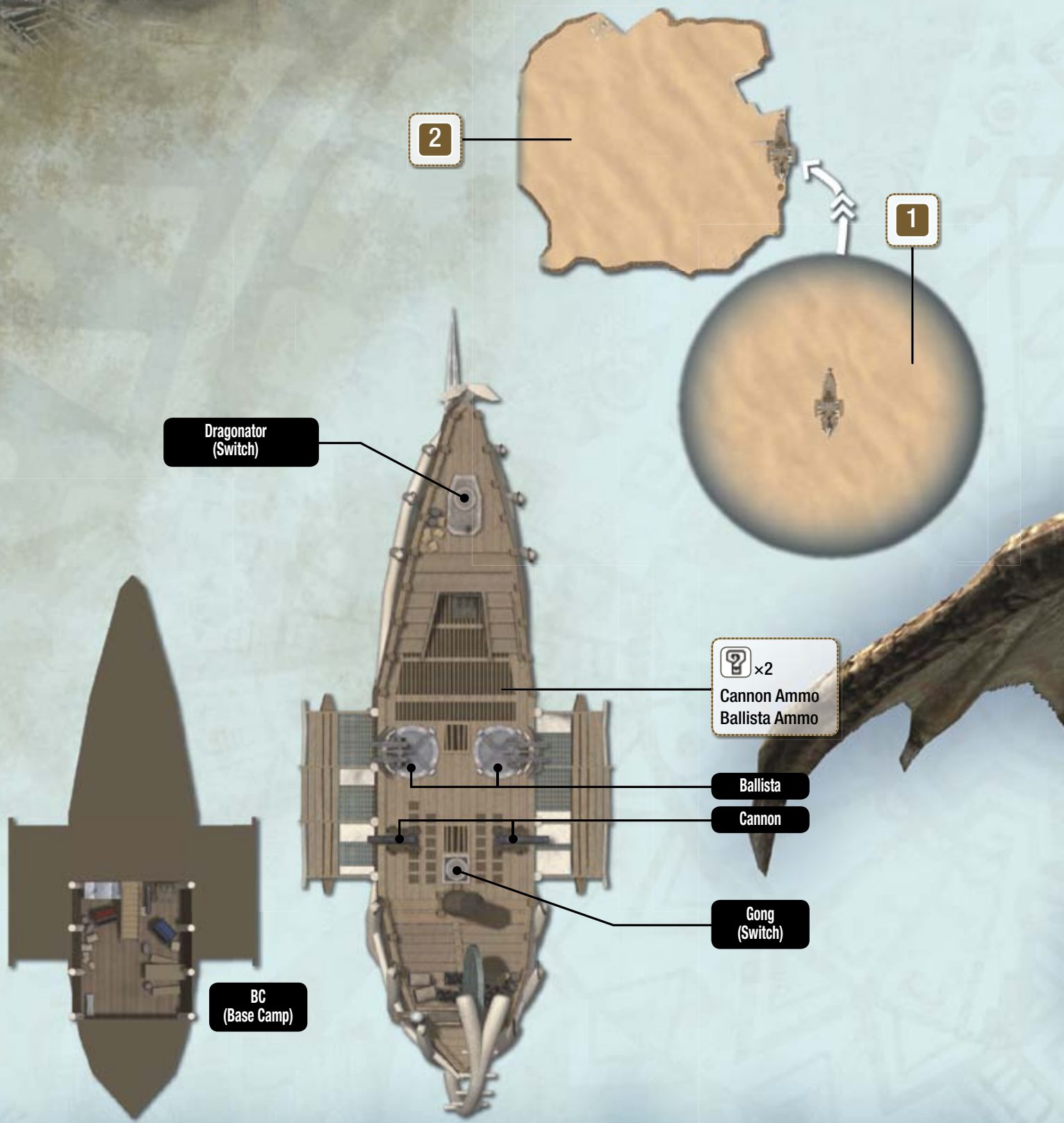
SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
—	—	—	—	—

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (BOX)	FIXED	2	MEGA POTION	100%
COLLECT 2 (BOX)	FIXED	2	LIFEPOWDER	100%
COLLECT 3 (BOX)	FIXED	2	EZ FLASH BOMB	100%
COLLECT 4 (BOX)	FIXED	2	MEGA POTION	100%

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Great Desert (Dragonship)



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High-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
—	—	—	—	—

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (BOX)	FIXED	20	BALLISTA AMMO	100%
COLLECT 2 (BOX)	FIXED	10	CANNON AMMO	100%

AREA 2

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (BOX)	FIXED	20	BALLISTA AMMO	100%
COLLECT 2 (BOX)	FIXED	10	CANNON AMMO	100%

G-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
—	—	—	—	—

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (BOX)	FIXED	30	BALLISTA AMMO	100%
COLLECT 2 (BOX)	FIXED	15	CANNON AMMO	100%

AREA 2

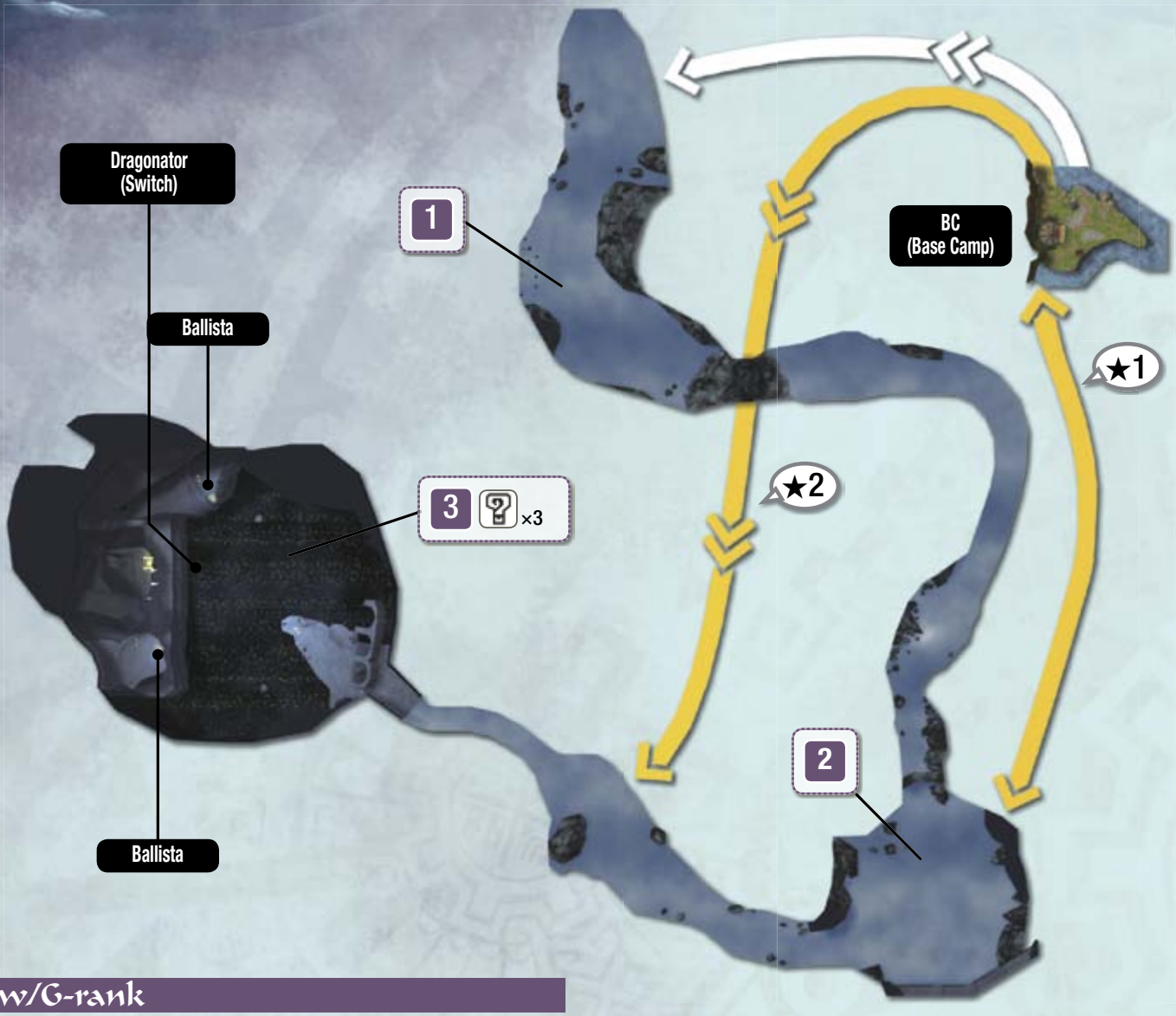
SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (BOX)	FIXED	30	BALLISTA AMMO	100%
COLLECT 2 (BOX)	FIXED	15	CANNON AMMO	100%



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Ruins



Low/G-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
—	—	—	—	—

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
—	—	—	—	—

AREA 2

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
—	—	—	—	—

AREA 3

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (BOX)	FIXED	5-10	UW BALLISTA AMMO	100%
COLLECT 2 (BOX)	FIXED	4-6	RATION	100%
COLLECT 3 (BOX)	FIXED	4-6	MINI OXY SUPPLY	100%

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The Tower

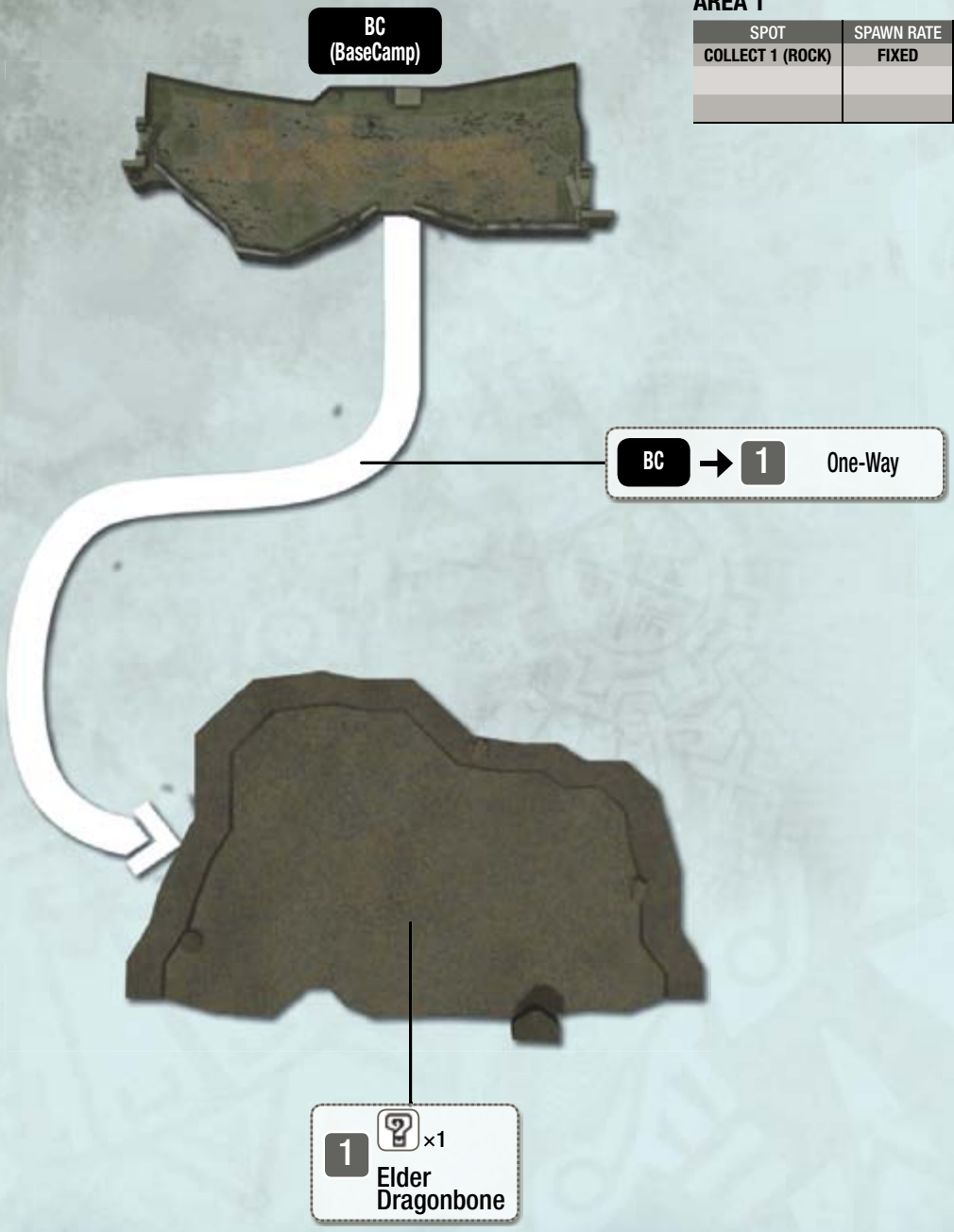
G-rank

BASE CAMP

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
—	—	—	—	—

AREA 1

SPOT	SPAWN RATE	POSSIBLE GRABS	ITEM	ITEM %
COLLECT 1 (ROCK)	FIXED	4-6	ELDER DRAGONBONE	65%
			ADAMANT ORB	20%
			DRAGONBONE RELIC	15%



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Understanding the Equipment Tables

1. **NAME and IMAGE:** Specific variety of Great Sword.
2. **ATTACK:** Attack power of the weapon.
3. **SPECIAL:** Attribute of the weapon. If the attribute is listed in "()" parentheses, then the attribute is given only when the Armor Skill "Awaken" is activated. If the attribute is listed in "[]" brackets, then the attribute is activated only when the Switch Axe is in Sword mode.
4. **SHARPNESS:** Maximum level of Sharpness the weapon can have. Max Sharpness can change if the Armor Skill "Sharpness +1" is activated.
5. **SLOTS:** How many Open Slots a Weapon has.
6. **AFFINITY:** Damage and possibility a weapon has of activating a Critical Hit.

Great Sword	2 ATTACK	3 SPECIAL	4 SHARPNESS	5 SLOTS	6 AFFINITY	7 VILLAGE	8 TAVERN	9 COST	10 INGREDIENTS	11 RARITY
1 Blade of Tartarus	1344	(Dr320)	Green	OO–	0%		6	55000	Monster Slugbore x3, Mohran Bracer+ x4, Massive Bone x5, Lrg Wyvern Stone x1	8

7. **VILLAGE:** How early this armor can be obtained in Village Quests. Figure refers to number of stars.
8. **TAVERN:** How early this armor can be obtained in Tavern Quests. Figure refers to number of stars.
9. **COST:** Zenny to create the weapon.
10. **INGREDIENTS:** Items required to create the weapon.
11. **RARITY:** Value of the weapon in terms of Rarity.

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1. **RELOAD SPEED:** How quickly the Bowgun reloads ammo.
2. **RECOIL:** How much recoil the Bowgun experiences after each shot.
3. **STEADINESS:** Direction a shot deviates, if at all, from its original trajectory after being fired.
4. **DEFENSE:** Additional defense provided by equipping the Bowgun.
5. **CROUCH FIRE/RAPID FIRE:** Which shot varieties and how many can be fired by the Light Bowgun's Rapid Fire or Heavy Bowgun's Crouch Fire modes.

Heavy Bowgun	ATTK	AFFINITY	SLOTS	1 RELOAD SPEED	2 RECOIL	3 STEADINESS	4 DEFENSE	VILLAGE	TAVERN	5 CROUCH FIRE	RARITY	COST	INGREDIENTS
Hallowed Draconace	414	0%	O– –	Slightly slower	More	Normal	30		8	Pierce 5 Lv3(20), Water 5(20), Exhaust 5 Lv1(6), Normal 5 Lv1(30)	10	130000	H.Jhen Rockskin x4, H.Jhen Shard x6, Deific Fang x2, Earth Degnosphere x1

Light Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADINESS	DEFENSE	VILLAGE	TAVERN	5 RAPID FIRE	RARITY	COST	INGREDIENTS
Specter of Grief	325	-10%	O– –	Slightly faster	Average	Left: Slight	0		7	Pellet 5 Lv1 x3, Thunder 5 x3, Para 5 Lv1 x2	9	65000	B.Gogi Talon x6, Zin Electrofur+ x4, Legiacrus Shard x4, Lrg Wyvern Stone x2

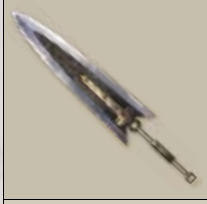
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1. **SPCL:** Special Attribute of the weapon. If the attribute is listed in "()" parentheses, then the attribute is given only when the Armor Skill "Awaken" is activated. Fi = Fire, Wa = Water, Ic = Ice, Li = Thunder, Dr = Dragon, Slp = Sleep, Para = Paralysis, Pois = Poison.
2. **C1-C4:** Type of attack used in each level of Charge attack; R = Rapid, S = Spread, P = Pierce.
3. Which Coatings can be used with each Bow:
   - **PWR:** Power Coating
   - **POI:** Poison Coating
   - **PAR:** Para Coating
   - **SLP:** Sleep Coating
   - **C.R.:** C.Range Coating
   - **PNT:** Paint Coating
   - **EXH.:** Exhaust Coating
   - **SLM:** Slime Coating
   - If O is listed, then the coating can be used.
   - If + is listed, then the coating's effect is increased.
4. **ARC SHOT:** Type of shot fired during Arc Shot attack.

Bow	ATTK	1 SPCL	2 C1	C2	C3	C4	3 PWR	POI	PAR	SLP	C.R.	PNT	EXH	SLM	SLOTS	AFF	4 ARC SHOT	VIL	TAV	COST	INGREDIENTS	RARITY
Hunter's Bow I (Buy)	96	Def+5	R1	R2	R2	S3	O				O	O	O		– – –	0%	Wide	1	1	1200	Bone x2, Iron Ore x2, Worm Pelt x1	1

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Great Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Iron Sword (Buy)	336	(Ic50)	Yellow	–––	0%	1	1	750	Iron Ore x3	1
 Iron Sword+	384	(Ic50)	Yellow	–––	0%	1	1	1500	Iron Ore x5	1
 Buster Sword	432	(Ic120)	Yellow	–––	0%	1	1	2000	Machalite Ore x1, Iron Ore x8	1
 Buster Sword+	528	(Ic150)	Yellow	–––	0%	3	1	4000	Pelagicite Ore x3, Machalite Ore x2, Iron Ore x5	2
 Buster Blade	624	(Ic180)	Green	O––	0%	4	1	65000	Isisium x5, Pelagicite Ore x5, Earth Crystal x10	3
 Ravager Blade (Buy)	672	(Ic210), Def+12	Green	O––	5%	5	2	15000	Dragonite Ore x8, Isisium x10, Pelagicite Ore x20	3
 Ravager Blade	672	(Ic210), Def+12	Green	O––	5%	4	2	10000	Dragonite Ore x5, Machalite Ore x15, Ice Crystal x15	3
 Ravager Blade+	768	(Ic250), Def+16	Green	O––	10%	7	4	20000	Dragonite Ore x10, Gracium x3, Diablos Marrow x1	4

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Great Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Lacerator Blade	1056	(Ic330)	Blue	OO–	0%		6	40000	Fucium Orex5, Barioth Talon x3, Eltalite Ore x10	8
 Devastator Blade	1200	(Ic410)	Blue	OO–	0%		7	65000	Rathalos Cortex x7, Rath Ripper x5, Meldspar Ore x3, G.Agnak Talon x1	9
 Chrome Razor (Buy)	1008	(Pois. 600)	Blue	OO–	0%		6	60000	Gigginox Talon x4, Fey Wyvern Gem x2, Meldspar Ore x5, Eltalite Ore x15	8
 Chrome Razor	1008	(Pois. 600)	Blue	OO–	0%		6	40000	Gigginox Talon x2, Fey Wyvern Gem x1, Meldspar Ore x3	8
 Chrome Quletus	1152	(Pois. 750)	White	OO–	0%		7	65000	A.Rath Cortex x4, Diablos Chine x5, Purecrystal x1, Rathian Surspike x2	9
 Brazenwall	912	(Fi200), Def+20	Green	O––	0%	7	4	21500	Volvi Carapace x4, Uragaan Scute x5, Uragaan Shell x10	4
 Crimsonwall	1104	(Fi250), Def+25	Green	O––	0%	9	5	31000	Uragaan Scale+ x10, Uragaan Ruby x1, S.Urag Carapace x5	6
 Cragscliff	1296	(Fi310), Def+31	Green	OO–	0%		7	70000	Uragaan Shard x5, Uragaan Scute+ x5, S.Uragaan Cortex x5	9

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Great Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Goliath's Scream	1440	(Fi350), Def+35	Green	OO–	0%		7	80000	S.Uragaan Shard x6, S.Uragaan Scute+ x5, Uragaan Pallium x1, Allfire Stone x3	9
 Hidden Blade (Buy)	864	(Para. 160)	Blue	O––	25%	9	5	43500	Narga Razor x7, Nargacuga Pelt+ x7, Nargacuga Scale+ x10, Narga Medulla x2	6
 Hidden Blade	864	(Para. 160)	Blue	O––	25%	9	5	29000	Narga Razor x5, Nargacuga Pelt+ x5, Nargacuga Scale+ x8	6
 Dark of Night	1008	(Para. 220)	Blue	O––	30%		7	75000	Narga Razor+ x5, Nargacuga Fur x8, Narga Medullax1, Eltalite Ore x10	9
 Avidya Great Sword	1104	(Para. 300)	White	O––	40%		7	85000	Hvy Narga Fang x3, Narga Tailspear x3, Nargacuga Mantle x1, S.Barioth Talon x4	9
 Type 41 Wyvernator	672	Wa200, Def+5	Green	O––	0%	5	2	12000	Nibelsnarf Shell x4, Nibelsnarf Hide x2, Dragonite Ore x3	3
 Remalgalypse	768	Wa280, Def+10	Blue	OO–	0%	7	4	21000	Nibelsnarf Scalp x1, Nibelsnarf Claw x4, Gracium x5	4
 Remalgagorgon	1056	Wa400, Def+15	White	OOO	0%		6	60000	Nibel Cortex x6, Nibelsnarf Talon x3, Nibelsnarf Hide+ x5, Dazzling Fluid x3	8

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Great Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Rugged Great Sword (Buy)	528	(Slp. 110)	Green	O– –	0%	2	1	7500	G.Jaggi Claw x6, G.Jaggi Hide x3, Machalite Ore x6	1
 Rugged Great Sword	528	(Slp. 110)	Green	O– –	0%	2	1	5000	G.Jaggi Claw x4, Jaggi Hide x8, Machalite Ore x3	1
 Chieftain's Grt Swd	576	(Slp. 170)	Green	OO–	0%	4	2	8000	King's Beak x4, G.Jaggi Hide x5, Isisium x2	3
 High Chief's Grt Swd	912	(Slp. 220)	Green	OOO	0%	8	4	22500	G.Jaggi Claw+ x5, G.Jaggi Hide+ x8, Bird Wyvern Gem x3, Hard Mossplate x3	5
 Lagiacrus Blade (Buy)	624	Li80	Green	O– –	0%	4	2	14250	Lagiacrus Tail x2, Lagiacrus Horn x2, Lagiacrus Scale x5, Monster Bone+ x2	3
 Lagiacrus Blade	624	Li80	Green	O– –	0%	4	2	9500	Lagiacrus Tail x2, Lagiacrus Claw x2, Lagiacrus Scale x4, Lightcrystal x1	3
 Lagiacrus Blade+	720	Li130	Green	O– –	0%	6	3	15500	Shell Shocker x3, Lagiacrus Claw x8, Voltstone x3	4
 High Lagia Blade	768	Li170	Green	O– –	0%	7	4	22000	Lagiacrus Horn x3, Monster Keenbone x5, Lagiacrus Plate x1, Thunder Sac x5	4

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From the Library of Hao Feng

Great Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Lagia Lightning	864	Li210	Green	O––	0%	8	4	30000	Lagiacrus Claw+ x2, Lagiacrus Horn+ x2, Lagiacrus Scale+ x5, Wyvern Stone x1	5
 Lagia Wildfire	960	Li250	Blue	OO–	0%	9	5	40000	Shell Shocker+ x3, Lagiacrus Claw+ x3, Lagia Sapphire x1, G.Agnak Hide+ x4	6
 Neo Lagia Blade	1104	Li310	Blue	OO–	0%		7	75000	I.Lagi D-Shocker x2, I.Lagi Hardhorn x2, I.Lagi Shard x5, Lagiacrus Talon x3	9
 Lagia Fulmination	1248	Li400	White	OO–	0%		7	105000	I.Lagi Hardhorn x3, I.Lagi Piel x8, Lagiacrus Mantle x1, Lagia Sapphire x2	9
 Usurper's Storm (Buy)	768	Li250	Green	O––	0%	9	4	37500	Zinogre Carapace x4, Zinogre Horn+ x3, Zinogre Shocker+ x4, Zin Electrofur x2	5
 Usurper's Storm	768	Li250	Green	O––	0%	9	4	25000	Zinogre Carapace x3, Zinogre Horn+ x2, Zinogre Shocker+ x3	5
 Despot's Blackstorm	864	Li300	Blue	O––	0%	9	5	38000	Zinogre Carapace x5, Zinogre Shocker+ x5, Zinogre Jasper x1, Nargacuga Fang+ x3	6
 Oppressor's Forger	960	Li400	White	O––	0%		7	70000	Zinogre Cortex x3, Zinogre Hardhorn x2, Zin D-Shocker x4, Zinogre Lash x1	9

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From the Library of Hao Feng

Great Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Orcus Tonitrus	1008	Li570	White	O––	0%		7	80000	Zinogre Talon x4, Zin Electrofur+ x5, Zin Skymerald x1, Zinogre Lash x3	9
 Nether Great Sword (Buy)	1104	Li630	White	O––	0%		HR70	148500	A.Lagi Shard x8, Lagiacrus Talon x5, A.Lagi Hardhorn x6, A.Lagi Dynamo x1	10
 Nether Great Sword	1104	Li630	White	O––	0%		HR70	99000	A.Lagi Shard x6, A.Lagi Hardhorn x4, A.Lagi D-Shocker x5, Lagiacrus Mantle x1	10
 Nether Lufactrus	1152	Li700	White	O––	0%		HR70	140000	A.Lagi Piel x8, A.Lagi D-Shocker x8, S.Zin Skymerald x1, A.Lagi Dynamo x1	10
 Brimstren Drakepride	1104	Dr400	White	OO–	0%		7	90000	S.Zin Cortex x4, S.Zin Dragonhair x5, S.Zinogre Talon x3, S.Zin Hardhorn x2	9
 Stygian Acedia	1248	Dr480	White	OO–	0%		8	110000	S.Zinogre Lash x3, S.Zin Dragnshell x6, S.Zin Skymerald x1, Ghostly Quartz x2	10
 Carapace Sword	576	(Wa100)	Green	–––	-30%	3	1	10000	Barroth Claw x2, Barroth Ridge x3, Killer Beetle x5	2
 Carapace Blade	672	(Wa150)	Green	–––	-30%	5	2	13500	Barroth Scalp x2, Barroth Tail x3, Nibelsnarf Shell x6	3

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Great Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Barroth Smasher	816	(Wa250)	Green	– – –	-25%	7	4	18000	Barroth Carapace x5, Barroth Claw+ x5, Wyvern Stone x1, Fucium Ore x3	4
 Aurora Blade	960	Ic350	Green	– – –	-20%	9	5	30000	J.Barroth Ridge+ x5, J.Barroth Tail x3, Rare Scarab x5, Dewy Pleura+ x1	6
 Northern Lights	1056	Ic450	White	– – –	-15%		6	45000	J.Barroth Crown x2, J.Barroth Talon x3, Duram Hardhorn x2	8
 Northern Cross	1152	Ic520	White	– – –	-10%		7	60000	J.Barroth Cortex x6, J.Barroth Lash x3, J.Barroth Chine x5, Drenched Pleura x3	9
 Viking Hornsword (Buy)	768	Wa250	Green	– – –	0%	6		36000	Crooked Horn x3, Ceadeus Hide x5, Luminous Organ x2, Carbalite Ore x4	4
 Viking Hornsword	768	Wa250	Green	– – –	0%	6		24000	Crooked Horn x2, Ceadeus Tail x2, Luminous Organ x3, Carbalite Ore x3	4
 Ancharius Sword	1008	Wa450	Blue	– – –	0%	9		45000	Ceadeus Hide x6, Deep Dragongem x1, G.Agnak Claw+ x4, Shell Shocker+ x4	7
 Excalius Sword	1152	Wa580	Blue	– – –	0%		6	100000	Crooked Hardhorn x3, Dark Dragongem, G.Ceadeus Shard x4, Lrg Wyvern Stone x2	8

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Great Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Bone Blade (Buy)	384	(Pois. 100)	Yellow	–––	0%	1	1	750	Monster Bone S x2, Jaggi Hide x1	1
 Bone Blade+	384	(Pois. 130)	Yellow	–––	0%	1	1	1500	Monster Bone S x4, Jaggi Hide x2	1
 Jawblade (Buy)	432	(Pois. 150)	Yellow	–––	0%	2	1	4500	Jumbo Bone x5, Monster Bone M x10, Rhenoplos Shell x5	1
 Jawblade	528	(Pois. 150)	Yellow	–––	0%	2	1	3000	Jumbo Bone x2, Monster Bone M x5	1
 Giant Jawblade	528	(Pois. 200)	Yellow	–––	0%	3	1	7000	Monster Bone L x5, Killer Beetle x5, Barroth Shell x5	2
 Red Wing	576	Fi160	Green	O––	0%	5	2	12000	Rathalos Scale x3, Rath Talon x3, Flame Sac x2	3
 Rathalos Firesword	720	Fi220	Green	O––	0%	8	4	19000	Rathalos Carapace x8, Rath Medulla x2, Monster Keenbone x3, Rare Scarab x3	4
 Rathalos Flamesword	768	Fi280	Green	O––	0%	8	4	27000	Rathalos Scale+ x5, Rathalos Wing x3, Firecell Stone x3	5

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From the Library of Hao Feng

Great Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Blue Wing	864	Fi340	Blue	O––	0%	9	5	36000	A.Rath Scale+ x6, A.Rath Carapace x4, Rathalos Ruby x1, A.Rathalos Wing x3	6
 Rathalos Glinsword	1008	Fi400	White	O––	0%		7	75000	A.Rathalos Shard x5, A.Rath Cortex x4, Rathalos Fellwing x2, Rathalos Mantle x1	9
 Rathalos Gleamsword	1104	Fi520	White	O––	0%		8	120000	S.Rathalos Shard x6, S.Rathalos Lash x1, Rath Gleem x3, Rathalos Mantle x1	10
 Dios Blade (Buy)	1248	Slime 200	Green	O––	0%	8	4	36000	c x8, Brach Ebonshell x6, Brach Scalp x3, Brachydios Gem x1	5
 Dios Blade	912	Slime 200	Green	O––	0%	8	4	24000	Brach Carapace x5, Brach Ebonshell x4, Brach Scalp x2, Mystery Slime x2	5
 Dios Blade+	1008	Slime 250	Blue	O––	0%	9	5	37000	Brach Pounder x2, Mystery Slime x5, Brachydios Gem x1, S.Uragaan Scute x4	6
 Demolition Sword	1152	Slime 400	Blue	O––	0%		7	75000	Brach Cortex x5, Brach Ebonshell+ x3, Brach Scalp+ x2, Meldspar Ore x5	9
 Myxo Demolisher	1248	Slime 480	White	O––	0%		7	90000	Brach Pounder+ x2, Glowing Slime x6, Brach Pallium x1, S.Uragaan Scute+ x5	9

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Great Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Valkyrie Blade (Buy)	672	Pois. 100	Green	–––	0%	4	2	14250	Rathian Scale x8, Rathian Shell x8, Monster Bone L x5, Mega Demondrug x2	3
 Valkyrie Blade	672	Pois. 100	Green	–––	0%	4	1	9500	Rathian Scale x6, Rathian Shell x5, Rathian Webbing x1	3
 Sieglinde	720	Pois. 120	Green	O––	0%	5	2	14500	Rathian Plate x1, Rathian Spike x2, Scalding Pleura x2	3
 High Sieglinde	768	Pois. 160	Green	O––	0%	7	4	21500	Rathian Scale+ x4, Rathian Spike+ x4, Rath Marrow x2, Grim Venom Gland x1	4
 Titania	864	Pois. 200	Green	O––	0%	8	4	27000	P.Rath Carapace x4, P.Rathian Scale+ x5, Rath Medulla x2, Firecell Stone x2	5
 Blushing Dame	960	Pois. 240	Blue	O––	0%	9	5	34000	P.Rath Carapace x4, P.Rathian Scale+ x5, Rathian Ruby x1, Narga Medullax1	6
 Ljósálfar	1056	Pois. 300	White	OO–	0%		7	70000	A.Rathalos Shard x5, P.Rathian Shard x5, Rathian Mantle x1, Rathalos Mantle x1	9
 Brünnhilde	1200	Pois. 380	White	OOO	0%		8	115000	P.Rathian Cortex x5, A.Rath Cortex x5, S.Rathalos Lash x2, G.Rath Surspike x1	10

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Great Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Siegmund	768	(Fi150)	Green	–––	15%	5	2	16000	Rathalos Shell x5, Rathalos Tail x3, Rathalos Plate x1	3
 High Siegmund	864	(Fi240)	Green	O––	20%	8	4	28000	Rathalos Carapace x4, Rathalos Ruby x1, Diablos Ridge+ x3	5
 Reddnaught	1152	(Fi540)	White	OOO	25%		7	75000	Rathalos Cortex x4, Rathalos Lash x2, Rathalos Fellwing x3, Rathalos Mantle x1	9
 Auberon	1008	Dr100	Blue	OO–	5%	9	5	36000	Rathalos Scale+ x6, A.Rath Carapace x4, A.Rath Scale+ x6, Rathalos Ruby x1	6
 Pale Kaiser	1200	Dr320	White	OOO	15%		7	75000	A.Rathalos Lash x2, Rathalos Fellwing x2, Rathalos Mantle x1	9
 Golem Blade (Buy)	720	(Dr150)	Yellow	O––	0%	4	1	12750	Monster Bone M x5, Monster Bone+ x5, Monster Bone L x4, Rhenoplos Shell x5	3
 Golem Blade	720	(Dr150)	Yellow	O––	0%	4	1	8500	Monster Bone L x3, Rhenoplos Scalp x3, Monster Bone+ x3	3
 Blade of Talos	864	(Dr200)	Yellow	O––	0%	6	3	21000	Monster Bone+ x3, Diablos Fang x4, Monster Fluid x5, Stoutbone x1	4

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Great Sword		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Blade of Tartarus	1344	(Dr320)	Green	OO–	0%		6	55000	Monster Slogbone x3, Mohran Brace+ x4, Massive Bone x5, Lrg Wyvern Stone x1	8
	Wyvern Jawblade	720	Def+10	Green	–––	0%	5	2	11000	Monster Bone+ x5, Rathian Plate x1, Diablos Marrow x1	3
	Quarrel Hornsword	864	Def+12	Green	–––	-5%	7	3	17000	Twisted Horn x2, Diablos Tailcase x2, Hercudrome x5, Gobul Fin+ x2	4
	Quarrel Hornsword+	960	Def+15	Green	–––	-5%	8	4	23000	Majestic Horn x2, Diablos Medulla x1, King Scarab x5, Stoutbone x2	5
	Double Diablos (Buy)	1152	Def+18	Green	–––	-10%	9	5	48000	Blackcurl Horn x3, B.Diablos Ridge+ x6, Diablos Carapace x6, Majestic Horn x3	6
	Double Diablos	1152	Def+18	Green	–––	-10%	9	5	32000	Blackcurl Horn x2, B.Diablos Ridge+ x4, Diablos Carapace x5	6
	Cera Cigil	1392	Def+21	Green	–––	-20%		7	60000	Stout Horn x2, Blackcurl Horn+ x2, Diablos Cortex x3, B.Diablos Cortex x3	9
	Cera Cymmetry	1488	Def+24	Green	–––	-20%		7	70000	Diablos Hardhorn x2, B.Diablos Cortex x4, Diablos Cortex x4, Lrg Wyvern Stone x5	9

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Great Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Ludroth Bone Sword	528	(Wa100)	Yellow	O−−	0%	2	1	3500	Immature Sponge x4, Hydro Hide x5, Monster Bone S x3	1
 Cataclysm Sword (Buy)	624	Wa100	Green	O−−	0%	4	1	11250	Spongy Hide x5, R.Ludroth Claw x3, R.Ludroth Crest x2, Gobul Fin x4	3
 Cataclysm Sword	624	Wa100	Green	O−−	0%	4	1	7500	Spongy Hide x4, R.Ludroth Claw x2, R.Ludroth Crest x1, Gobul Spike x4	3
 Cataclysm Blade	672	Wa130	Green	O−−	0%	5	2	12500	Spongy Hide x3, R.Ludroth Claw x3, Barioth Pelt x4	3
 Icicle Fang (Buy)	768	Ic170	Green	O−−	10%	6	3	22500	Barioth Shell x5, Barioth Spike x3, Amber Tusks x3, Carbalite Ore x10	4
 Icicle Fang	768	Ic170	Green	O−−	10%	6	3	15000	Barioth Shell x3, Barioth Spike x2, Amber Tusks x2, Carbalite Ore x5	4
 Icicle Fang+	912	Ic210	Green	O−−	15%	8	4	25500	Barioth Carapace x3, Barioth Tail x2, Amber Tusks+ x2, Gracium x8	5
 Paladire	1152	Ic250	White	O−−	20%		6	65000	Barioth Cortex x8, Barioth Talon x5, Hvy Amber Tusks x6	8

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Great Sword		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Galespike	960	(Wa420)	Green	O––	20%	9	5	31500	S.Bari Carapace x3, S.Barioth Tail x1, Indigo Tusks+ x2, Carbalite Ore x8	6
	Simoom Sandbarb	1104	(Wa620)	Green	O––	25%		7	60000	S.Barioth Fur x6, Rugged Pleura+ x3, Hvy Indigo Tusks+ x6	9
	Simoom Sandbiter	1152	(Wa700)	Blue	OO–	35%		7	65000	S.Barioth Cortex x6, S.Barioth Talon x3, S.Barioth Lash x2, G.Agnak Talon x4	9
	Finblade	816	Wa240	Green	O––	0%	7	3	16000	Plesioth Scale+ x4, Plesioth Fin+ x3, Mega Demondrug x1	4
	Plesioth Watercutter	864	Wa300	Blue	O––	0%	9	5	36000	Plesioth Fin+ x4, Plesioth Fang+ x6, Plesioth Head x1, G.Agnak Claw+ x3	6
	Plesioth Aquablade	1248	Wa450	Blue	OO–	0%		7	75000	Plesioth Shard x5, Hvy Plesio Fang x4, Fine Plesio Fin x4, Lagiacrus Talon x4	9
	Plesioth Lullaby	912	Slp. 330	Blue	O––	0%		6	50000	G.Plesio Shard x5, Fine G.Plesi Fin x4, Lrg Wyvern Stone x2	8
	Plesioth Lullabane	960	Slp. 380	Blue	OO–	0%		7	75000	Hvy Plesio Fang x5, Fine G.Plesi Fin x4, Uber Plesio Head x1, Fine G.Agnak Fin x3	9

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Great Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Frozen Speartuna (Buy)	672	Ic380	Green	– – –	0%	5	2	7500	Speartuna x1, Cool Drink x3, Frost Sac x1	3
 Freezer Speartuna	816	Ic580	Blue	– – –	0%	8	4	25000	Speartuna x1, Freezer Sac x5, Voucher x10	5
 Xiphias Gladius	912	Ic730	Blue	– – –	0%		6	60000	Speartuna x1, Cryo Sac x5, Gourmet Voucher x15	8
 Vulcanis (Buy)	624	(Slime 100)	Green	O – –	0%	4	1	9999	Lightcrystal x2, Pelagicite Ore x10, Monster Fluidx5	3
 Vulcanis+	672	(Slime 150)	Green	O – –	0%	5	2	15000	Firestone x4, Dragonite Ore x8, Uragaan Marrow x1	3
 Vulcanvil	768	(Slime 200)	Green	O – –	0%	7	4	20000	Firestone x10, Gracium x5, Lava Nugget x3	4
 Vulcamagnon	816	(Slime 250)	Green	O O –	0%	8	4	30000	Fucium Orex2, Dragonbone Relic x2, Mystery Slime x3	5
 Vulcatastrophe	1008	(Slime 400)	Blue	O O O	0%		6	45000	Purecrystal x2, Firecell Stone x5, Lrg Wyvern Stone x1	8

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Great Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Vulca Vendetta	1152	(Slime 620)	Blue	○○○	0%		7	60000	Allfire Stone x5, Uragaan Cortex x3, Lrg Wyvern Stone x3, Glowing Slime x4	9
 Rusted Great Swd (Polish)	480	(Dr100)	Orange	---	-70%	4	1	-1000	Rustshard (Polished)	3
 Tarnished Great Swd	480	(Dr100)	Yellow	---	-70%	1	1	5000	Earth Crystal x20, Monster Fluid x5	3
 Ancient Blade	720	Dr220	Green	---	0%	5	2	20000	Earth Crystal x40, Frost Sac x2, Flame Sac x2	3
 Elder Monument	816	Dr300	Green	---	0%	7	5	35000	Earth Crystal x60, ElderDragonBlood x2, Dragonbone Relic x2	4
 Eternal Glyph	864	Dr340	Blue	---	0%	8	5	50000	Earth Crystal x80, ElderDragonBlood x5, Brach Scalp x2	5
 Wyvern's Perch (Buy)	576	Pois. 400	Green	---	0%	6	3	8250	Toxin Sac x2, Stoutbone x3, Toadstool x10, Monster Bone+ x5	4
 Rougish Deathcap	720	Pois. 600	Green	---	0%	9	5	25000	Monster Hardbone x5, Toadstool x20, Toxin Sac x5, Nargacuga Pelt+ x4	6

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Great Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Lordly Deathcap	612	Pois. 990	Blue	–––	0%		6	50000	Monster Essence x10, Monster Slogbone x3, Toxin Sac x10, Foul Venom Gland x3	8
 Berserker Sword (Buy)	1152	(Dr100)	Blue	O––	0%	9	5	48000	Deviljho Fang x5, Deviljho Talon x3, Deviljho Tail x3, A.Rathalos Wing x2	6
 Anguish	1248	(Dr200)	Blue	O––	0%		7	85000	Deviljho Ripper x3, Deviljho Coat x5, Deviljho Gem x1, Brach Pounder+ x2	9
 Nero's Anguish	1392	(Dr250)	Blue	O––	0%		8	125000	Deviljho Coat x5, Vile Fang x5, Deviljho Crook x1, Elder Dragonbone x3	10
 Alatreon Great Sword (Buy)	864	Dr300	Blue	–––	0%	9	DLC	75000	Brkn Skypiercer x3, Alatreon Talon x5, ElderDragonBlood x3	7
 Alatreon Revolution	1056	Dr450	White	–––	0%		DLC	100000	Conqueror's Seal x3, Skyswayer x3, Alatreon Mantle x4, Azure Dragongem x1	10
 Altheos Evolutia	1200	Dr580	Purple	–––	0%		DLC	150000	Conqueror's Seal x5, Alatreon Ripper x3, Alatreon Pallium x5, Azure Drgnsphire x1	10
 Amethyst Blade (Buy)	960	Pois. 440	White	OO–	0%		6	45000	Plum Spongy Piel x4, P.Ludroth Shard x5, P.Ludroth Talon x3, R.Ludroth Lash x2	8

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Great Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Miasmethyst	1104	Pois. 580	White	OO–	0%		7	55000	Plum Spongy Piel x5, P.Ludroth Talon x5, Foul Venom Gland x4, G.Narga Dapples x4	9
 Worn Great Sword (Polish)	528	(Dr100)	Orange	–––	-70%		6	-1000	Ancient Shard (Polished)	8
 Weathered Great Swd	528	(Dr100)	Yellow	–––	0%		6	5000	Earth Crystal x30, Monster Essence x5, Commendation x2	8
 Epitaph Blade	960	Dr550	Blue	O––	0%		7	50000	Earth Crystal x70, Dragonbone Relic x5, Conqueror's Seal x3, Allfire Stone x1	9
 Epitaph Eternal	1152	Dr700	White	O––	0%		7	100000	Earth Crystal x99, Lrg Wyvern Stone x1, Conqueror's Seal x4, S.Zinogre Talon x4	9
 Eclipse Blade (Buy)	1056	Pois. 220	White	O––	20%		HR40	94500	L.Narga Razor x5, Hvy L.Narga Fang x2, Narga Medulla x5, L.Narg Tailspear x5	10
 Merak's Asterism	1152	Pois. 280	Purple	O––	30%		HR40	135000	Nargacuga Mantle x1, Hvy L.Narga Fang x5, L.Narg Tailspear x3, Cloudy Moonshard x1	10
 Megiddo Blaze (Buy)	1008	Fi600	White	–––	0%		8	120000	Miralis Fireclaw x3, Miralis Fireback x4, Miralis Hellwing x2, Miralis Evil Eye x1	10

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Great Sword		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	The Depotheosis	1056	Fi720	Purple	---	0%		8	145000	Immortal Heart x2, Gushing Magma x3, Dire Dragongem x1, Elder Dragonbone x5	10

Long Sword		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Iron Katana (Buy)	264	(Ic50)	Yellow	---	0%	1	1	1500	Iron Ore x3, Machalite Ore x1	1
	Iron Grace	330	(Ic70)	Green	---	0%	1	1	2100	Iron Ore x5, Machalite Ore x2, Ice Crystal x2	1
	Iron Gospel	363	(Ic100)	Green	---	0%	3	1	3800	Pelagicite Ore x3, Iron Ore x8, Machalite Ore x5	2
	Chainslaughter (Buy)	396	Li100	Green	---	0%	4	1	10950	Lightcrystal x2, Machalite Ore x7, Thunderbug x15	3
	Chainslaughter	396	Li100	Green	---	0%	4	1	7300	Iron Ore x15, Lightcrystal x1, Thunderbug x8	3
	Rumbalarum	528	Li120	Green	---	0%	7	4	13500	Dragonite Ore x5, B.Giggi Claw+ x5, Diablos Marrow x1	4

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From the Library of Hao Feng

Long Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Thunder Saw	759	Li150	White	○○○	0%		6	60000	Eltalite Ore x8, High Voltstone x3, Purecrystal x3, Fulgurbug x10	8
 Usurper's Boltslicer (Buy)	627	Li150	Green	– – –	0%	9	4	37500	Zinogre Horn+ x2, Zinogre Carapace x4, Zinogre Claw+ x3, Zin Electrofur x4	5
 Usurper's Boltslicer	627	Li150	Green	– – –	0%	9	4	25000	Zinogre Horn+ x1, Zinogre Carapace x3, Zinogre Claw+ x3	5
 Despot's Boltbreaker	660	Li180	Blue	– – –	0%	9	5	38000	Zinogre Shocker+ x4, Zin Electrofur x5, Zinogre Jasper x1, Blackcurl Horn x1	6
 Opressor's Law	759	Li230	Blue	– – –	0%		7	77000	Zinogre Hardhorn x2, Zin D-Shocker x4, Zinogre Talon x6, Zin Skymerald x1	9
 Nether Katana (Buy)	792	Li260	White	– – –	0%		HR70	148500	A.Lagi Hardhorn x2, A.Lagi Shard x5, A.Lagi Dynamo x1, Lagiacrus Mantle x1	10
 Nether Katana	792	Li260	White	– – –	0%		HR70	99000	A.Lagi Hardhorn x1, Lagiacrus Flail x2, Lagiacrus Talon x4, Lagiacrus Mantle x1	10
 Nether Dilemnity	858	Li300	White	– – –	0%		HR70	140000	A.Lagi Hardhorn x4, A.Lagi D-Shocker x6, Zin Skymerald x1, A.Lagi Dynamo x1	10

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From the Library of Hao Feng

Long Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Stygian Gula	825	Dr300	Blue	O––	0%		7	110000	S.Zin Hardhorn x2, S.Zin Dragnshell x5, S.Zinogre Talon x6, S.Zin Skymerald x1	9
 Rimeblade	462	Ic140	Green	–––	0%	5	2	9100	Isisium x5, Iron Ore x8, Ice Crystal x10, Dragonite Ore x3	3
 Rimeblossom	561	Ic170	Green	–––	0%	8	4	22500	Isisium x8, Carbalite Ore x5, Freezer Sacx2	5
 Rime & Treason	693	Ic200	Blue	–––	0%	9	5	28000	Gracium x5, G.Agnak Claw+ x3, Freezer Sacx3, Frozen Glob x3	6
 Edel's Ice	792	Ic300	Blue	–––	0%		6	65000	Purecrystal x3, Eltalite Ore x7, Cryo Sac x3, Frozen Glob x3	8
 Hidden Saber (Buy)	594	(Pois. 100)	Blue	–––	30%	9	5	43500	Narga Razor x5, Nargacuga Pelt+ x5, Narga Medulla x1, Carbalite Ore x5	6
 Hidden Saber	594	(Pois. 100)	Blue	–––	30%	9	5	29000	Narga Razor x3, Nargacuga Pelt+ x8, Narga Tailspike x5	6
 Hidden Saber+	627	(Pois. 120)	Blue	O––	30%	9	5	39000	Nargacuga Scale+ x5, Nargacuga Tail x1, Narga Medulla x2, Carbalite Ore x5	6

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From the Library of Hao Feng

Long Sword		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Deepest Night	660	(Pois. 140)	Blue	O––	40%		7	85000	Narga Razor+ x3, Nargacuga Fur x8, Nargacuga Mantle x1	9
	Eclipse Saber (Buy)	693	(Pois. 160)	White	O––	45%		HR40	141750	L.Narga Shard x7, L.Narga Razor x4, L.Narg Tailspear x5, Cloudy Moonshard x1	10
	Eclipse Saber	693	(Pois. 160)	White	O––	45%		HR40	94500	L.Narga Shard x5, Nargacuga Lash x2, L.Narg Tailspear x4, L.Narga Razor x3	10
	Megrez's Asterism	726	(Pois. 200)	Purple	O––	50%		HR40	135000	L.Narga Razor x5, L.Narga Dapples x8, Cloudy Moonshard x1, Nargacuga Mantle x1	10
	Virnar Saber	825	(Para. 120)	White	OO–	0%		7	75000	G.Narga Razor+ x3, G.Narga Dapples x8, Nargacuga Lash x3	9
	Depths of Midnight	858	(Para. 160)	White	OO–	0%		7	85000	G.Narga Shard x5, Hvy G.Narga Fang x8, Nargacuga Mantle x1, B.Diablos Cortex x5	9
	Wroggi Sword (Buy)	396	Pois. 200	Green	O––	0%	4	2	12150	Lightcrystal x5, G.Wroggi Hide x5, G.Wroggi Brace x4, Poison Sac x3	3
	Wroggi Sword	396	Pois. 200	Green	O––	0%	4	2	8100	G.Wroggi Hide x5, Wroggi Fang x8, Monster Bone L x2, Isisium x5	3

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Long Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Nightshade's Bite	561	Pois. 240	Green	OO–	0%	8	4	20500	G.Wroggi Hide+ x4, G.Wroggi Brace+ x3, Toxin Sac x3, Brach Carapace x4	5
 Belladonna's Bite	693	Pois. 320	Blue	OOO	0%		6	50000	G.Wroggi Piel x5, Imperial Beak x2, Avian Stoutbone x10, Fey Wyvern Gem x1	8
 Thunderclap (Buy)	429	Li120	Green	O––	0%	5	2	14250	Shell Shocker x3, Lagiacrus Plate x1, Thunderbug x8, Dragonite Ore x5	3
 Thunderclap	429	Li120	Green	O––	0%	5	2	9500	Shell Shocker x2, Dragonite Ore x4, Thunderbug x6	3
 Thunderclap+	495	Li140	Green	O––	0%	6	3	22000	Lagiacrus Horn x3, Shell Shocker x3, Lagiacrus Plate x1, Voltstone x1	4
 Heaven's Thunder	627	Li160	Blue	O––	5%	8	5	30000	Lagiacrus Scale+ x5, Shell Shocker+ x3, Agnaktor Claw+ x3, Lagia Sapphire x1	5
 Heaven's Sunderer	726	Li180	Blue	O––	5%		7	80000	I.Lagi Shard x5, I.Lagi D-Shocker x3, Lagiacrus Talon x5, Lagiacrus Flail x1	9
 Truest Sunderer	825	Li220	White	O––	5%		7	105000	I.Lagi Hardhorn x3, I.Lagi Piel x6, Lagiacrus Mantle x1, Fulgurbug x15	9

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From the Library of Hao Feng

Long Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Plesioth Splasher	528	Wa170	Green	O––	0%	7	3	16000	Plesioth Scale+ x4, Plesioth Fin+ x3, Mega Demondrug x1	4
 Plesioth Splasher+	594	Wa220	Blue	O––	0%	8	3	21500	Plesioth Fin+ x4, Plesioth Fang+ x6, Plesioth Head x1, Monster Hardbone x2	5
 Verdant Splash	693	Wa260	Blue	O––	0%		6	55000	G.Plesio Shard x5, Fine G.Plesi Fin x4, Monster Slogbone x3	8
 Verdant Splash+	759	Wa300	Blue	O––	0%		7	65000	Hvy Plesio Fang x5, Fine G.Plesi Fin x4, Lrg Wyvern Stone x3, G.Agnak Talon x3	9
 Jade Vagalhao	792	Wa360	White	O––	0%		7	75000	Fine G.Plesi Fin x6, Uber Plesio Head x1, Hrd Ples Webbing x4, Diablos Hardhorn x1	9
 Arzuros Naginata	330	(Pois. 100)	Yellow	–––	0%	2	1	3100	Arzuros Pelt x4, Arzuros Brace x1, Machalite Ore x3	1
 Arzuros Naginata+	396	(Pois. 130)	Green	–––	0%	4	1	7600	Arzuros Shell x5, Arzuros Brace x3, Isisium x5	3
 Arzuros Strikequill	528	(Pois. 150)	Green	–––	0%	6	3	11700	Arzuros Pelt+ x5, Arzuros Brace+ x5, King Scarab x3, Stoutbone x3	4

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Long Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Guan Dao	627	Dr50, Def+8	Blue	–––	0%	7		25500	Sturdy Fang+ x2, Mohran Carapace x3, Bathycite Ore x5	4
 Yan Yue Dao	693	Dr60, Def+12	Blue	–––	0%	9		42000	Sturdy Fang+ x3, Mohran Brace+ x2, S.Urag Carapace x5, Earth Dragongem x1	7
 Yi Duan	858	Dr120, Def+18	White	–––	0%		DLC	130000	Mohran Shard x5, Mohran Rockskin x2, Deific Fang x5, Earth Drgnsphire x1	10
 Drowning Shaft (Buy)	396	Wa100, Def+6	Yellow	O––	0%	3	1	11250	R.Ludroth Crest x3, R.Ludroth Tailx1, Spongy Hide x4, Monster Bone L x1	2
 Drowning Shaft	396	Wa100, Def+6	Yellow	O––	0%	3	1	7500	Spongy Hide x2, R.Ludroth Claw x4, R.Ludroth Crest x2, Monster Bone M x2	2
 Douser Bardiche	462	Wa140, Def+8	Green	O––	0%	5	2	12500	R.Ludroth Claw x6, R.Ludroth Tailx1, Monster Bone+ x3, Twisted Horn x2	3
 Wasserfallis	726	Wa240, Def+12	Blue	OO–	0%		6	55000	Spongy Piel x2, R.Ludroth Shard x4, Monster Slogbone x3, Dragonbone Relic x3	8
 Enfeebling Glaive	561	Pois. 280	Green	O––	0%	7	3	15500	Plum Spongy Hide x2, P.Ludroth Claw+ x6, Plesioth Webbing x3	4

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Long Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Dispatcher Glaive	660	Pois. 320	Green	O––	0%	9	5	24400	P.Ludroth Claw+ x6, P.Ludroth Scale+ x8, Nargacuga Pelt+ x5	6
 Asthenia Glaive	759	Pois. 450	White	O––	0%		7	55000	P.Ludroth Talon x6, P.Ludroth Shard x8, Monster Slogbone x3, Lagiacrus Piel x4	9
 Canine Katana (Buy)	297	(Para. 50)	Yellow	–––	0%	1	1	750	Monster Bone S x4, Jaggi Hide x1	1
 Lupine Katana	363	(Para. 80)	Yellow	–––	0%	2	1	1500	Monster Bone M x2, Machalite Ore x4, G.Jaggi Hide x1	1
 Cerberus Katana (Buy)	396	(Para. 100)	Yellow	–––	0%	3	1	5250	Barroth Shell x3, Monster Bone M x5, Monster Bone L x1	2
 Cerberus Katana	396	(Para. 100)	Yellow	–––	0%	3	1	3500	Monster Bone M x5, Machalite Ore x5, Barroth Shell x3	2
 Ananta Boneblade	429	Para. 120	Green	–––	0%	4	1	6800	Baggi Hide x8, Paralysis Sac x1, Iron Ore x8	3
 Ananta Boneblade+	462	Para. 140	Green	–––	0%	5	4	13000	G.Baggi Hide x8, Paralysis Sac x3, Barioth Spike x2, Dragonite Ore x5	3

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Long Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Shadowbinder	561	Para. 160	Green	–––	0%	8	4	22000	G.Baggi Hide+ x5, Omniplegia Sac x3, Duram Carapace x5, Bird Wyvern Gem x3	5
 Soulbinder	660	Para. 180	Blue	O––	0%		6	50000	Massive Bone x3, G.Jaggi Piel x8, Gobul Spike+ x2, Fey Wyvern Gem x1	8
 Soulstrangler	759	Para. 210	Blue	O––	0%		7	70000	Gobul Surspike x3, Gobul Piel x5, Flutterfly x5, Glowing Slime x3	9
 Diapason (Buy)	660	(Fi50), Def+15	Green	–––	0%	8	4	36750	Uragaan Carapace x5, Uragaan Scute x5, Monster Hardbone x4, Mega Demondrug x3	5
 Diapason	660	(Fi50), Def+15	Green	–––	0%	8	4	24500	Uragaan Scute x4, Uragaan Carapace x3, Monster Keenbone x2, Mega Demondrug x3	5
 Diapason+	726	(Fi80), Def+20	Green	–––	0%	9	5	31000	Uragaan Scale+ x5, Uragaan Jaw x3, Uragaan Ruby x1, A.Rath Carapace x3	6
 Crimsonfork	792	(Fi100), Def+23	Green	O––	-5%		7	60000	Uragaan Scute+ x8, Uragaan Cortex x4, Uragaan Jaw+ x1	9
 Chrome Mazurka	858	(Fi130), Def+28	Green	O––	-5%		7	70000	S.Uragaan Scute+ x4, S.Uragaan Cortex x2, Allfire Stone x5	9

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Long Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Chrome Waltz	957	(Fi160), Def+35	Green	O––	-10%		7	80000	S.Uragaan Shard x5, S.Uragaan Jaw+ x3, Uragaan Pallium x1	9
 Wyvern Blade “Fire” (Buy)	462	Fi120	Green	O––	0%	5	2	18000	Rathalos Shell x5, Rathian Shell x5, Rath Talon x4, Rath Marrow x1	3
 Wyvern Blade “Fire”	462	Fi120	Green	O––	0%	5	2	12000	Rathalos Shell x3, Rathian Shell x3, Flame Sac x3	3
 Wyvern Blade “Flame”	660	Fi200	Blue	O––	0%	9	5	36000	Rathalos Carapace x3, Rathian Carapace x3, Inferno Sac x2, S.Barioth Tail x2	6
 Wyvern Blade “Flare”	726	Fi280	Blue	O––	0%		7	75000	Rathalos Shard x8, Rathian Shard x8, Rathalos Mantle x1	9
 Wyvern Blade “Pale” (Buy)	759	Fi300	Blue	O––	0%		8	135000	S.Rath Cortex x6, S.Rathalos Lash x3, Rath Ripper x8, Rathalos Mantle x1	10
 Wyvern Blade “Pale”	759	Fi300	Blue	O––	0%		8	90000	S.Rath Cortex x5, S.Rathalos Lash x2, Rath Ripper x10, Rath Gleem x3	10
 Wyvern Blade “Bloom”	825	Fi320	White	O––	0%		8	120000	S.Rathalos Shard x10, S.Rath Cortex x8, Rathalos Mantle x1, Immortal Heart x3	10

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Long Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Wyvern Blade "Blaze"	792	Fi100	Purple	O––	0%		7	85000	A.Rathalos Shard x8, P.Rathian Shard x8, Rathian Ruby x1, Rathalos Ruby x1	9
 Wyvern Blade "Rose"	858	Fi120	Purple	OO–	0%		7	95000	A.Rath Cortex x5, P.Rathian Cortex x5, Rathalos Mantle x1, Rathian Mantle x1	9
 Mountain Reaper	495	(Ic80)	Green	O––	0%	5	2	11000	Duramboros Horn x1, Duram Mossplate x5, Dragonite Ore x5	3
 Mountain Archreaper	627	(Ic120)	Green	O––	0%	8	4	25500	Duramboros Horn+ x1, Hard Mossplate x5, Fucium Ore x5	5
 Wild Heights	726	(Ic140)	Blue	O––	-5%	9	5	36500	Duramboros Horn+ x3, Duram Sacrum x1, Indigo Tusks+ x2	6
 Grandfolly	825	(Ic170)	Blue	OO–	-10%		6	60000	Duram Hardhorn x1, R.Duram Shell x4, R.Duram Plate x5	8
 Tribulation	924	(Ic250)	Blue	OO–	-15%		7	70000	Duram Hardhorn x3, Durambolite x1, R.Duram Hardtail x3, G.Narga Razor+ x5	9
 Bleeding Cross	462	Pois. 80	Green	–––	0%	5	2	8500	Uncanny Hide x3, Gigginox Claw x4, Poison Sac x5, Dragonite Ore x8	3

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Long Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Bleeding Cross+	528	Pois. 100	Green	–––	0%	6	3	14500	Gigginox Hide x3, Fearsome Maw x1, Venom Gland x3, Stoutbone x4	4
 Mephitic Katana	627	Pois. 130	Green	–––	0%	8	4	23000	Uncanny Hide+ x3, Grim Venom Gland x3, Carbalite Ore x5, Monster Hardbone x3	5
 Vampiric Edge	759	Pois. 150	Blue	OO–	0%		6	60000	Gigginox Piel x3, Nightmarish Maw x1, Foul Venom Gland x3, Massive Bone x4	8
 Carmilla Bloodsucker	792	Pois. 240	White	OO–	0%		7	65000	Revolting Piel x3, Gigginox Talon x3, Foul Venom Gland x5, Glowing Slime x3	9
 Crimson Cross	660	Li50	Green	O––	0%	8	4	23000	B.Giggi Hide+ x3, Thunder Sac x3, Gracium x5, Lagiacrus Hide+ x2	5
 Lost Eden	726	Li70	Blue	O––	5%	9	5	27500	B.Giggi Claw+ x3, Fearsome Maw x5, Zinogre Shocker+ x5, Narga Razor x2	6
 Banished Blood	759	Li100	Blue	OO–	10%		6	60000	B.Giggi Talon x3, Foul Venom Gland x2, Revolting Piel x5	8
 Law of the Guilty	792	Li130	Blue	OO–	15%		7	65000	B.Giggi Talon x5, Nightmarish Maw x2, Zin D-Shocker x5	9

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Long Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Dancing Flames (Buy)	495	Fi120	Green	–––	10%	5	2	18000	Agnaktor Fin x4, Agnaktor Beak x1, Agnaktor Tail x2, Dragonite Ore x5	3
 Dancing Flames	495	Fi120	Green	–––	10%	5	2	12000	Agnaktor Shell x4, Agnaktor Claw x3, Uroktor Scale x5	3
 Dancing Hellfire	627	Fi150	Green	–––	15%	8	5	26000	Agnaktor Fin+ x3, Agnaktor Claw+ x6, Firecell Stone x3	5
 Principal Flame	759	Fi200	White	–––	20%		7	95000	Fine Agnak Fin x3, Agnaktor Talon x6, Scorching Pleura x3, Meldspar Ore x5	9
 Snow Siren	693	Ic120	Blue	O––	0%	9	5	37000	G.Agnak Fin+ x3, G.Agnak Claw+ x6, G.Agnak Beak x1	6
 Blizzard Siren	726	Ic280	White	O––	0%		7	85000	G.Agnak Piel x3, G.Agnak Cortex x6, Eltalite Ore x5	9
 Glacial Diva	759	Ic330	White	OO–	0%		7	95000	Fine G.Agnak Fin x3, G.Agnak Talon x6, Drenched Pleura x3, Meldspar Ore x5	9
 Windeater (Buy)	429	(Dr60)	Green	OO–	0%	4	1	9999	Lightcrystal x2, Pelagicite Ore x10, Monster Fluid x5	3

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Long Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Soundeater	528	(Dr90)	Green	OO–	0%	6	3	20000	Firestone x4, Dragonite Ore x8, Wanchovy x8, Carbalite Ore x5	4
 Zephyr	693	(Dr170)	Blue	OOO	15%	9	5	37000	Bathycite Ore x10, Dragonbone Relic x3, Wyvern Stone x2, Narga Razor x2	6
 Hairtail's Hairblade (Buy)	462	Wa400	Green	O––	0%	6		12000	Blue Cutthroatx3, Bathycite Ore x3, Whetfish x5, Quality Sponge x5	4
 Fresh Hairblade	561	Wa480	Blue	O––	0%	9		24500	Blue Cutthroatx5, Narga Razor x2, Torrent Sac x3, Quality Fin x2	6
 Premium Hairblade	627	Wa540	Blue	O––	0%		6	70000	Blue Cutthroatx10, G.Agnak Claw+ x5, Flood Sac x3, Flutterfly x5	9
 Barbarian Blade (Buy)	528	Wa100	Green	–––	10%	5			Received from Argosy Captain	4
 Barbarian "Sharq"	660	Wa140	Blue	–––	15%	9	5	35000	Sharqskin x5, Dewy Pleura+ x5, Wyvern Stone x2	6
 Kibamaru	726	Wa180	Purple	–––	20%		7	80000	Conqueror's Seal x3, Purecrystal x5, Dark Dragongem x1, Lagiacrus Mantle x1	9

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Long Sword	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Dios Katana (Buy)	561	Slime 140	Green	O––	0%	8	4	30000	Brach Carapace x5, Brach Ebonshell x2, Mystery Slime x5, Fucium Ore x5	5
 Dios Katana+	693	Slime 180	Blue	O––	0%	9	5	37000	Brach Pounder x2, S.Uragaan Scute x3, Brachydios Gem x1, Firecell Stone x4	6
 Demolition Katana	792	Slime 240	Blue	O––	0%		7	75000	Brach Cortex x5, Brach Ebonshell+ x4, Brach Scalp x2, Eltalite Ore x5	9
 Pyro Demolisher	858	Slime 280	White	O––	0%		7	90000	Glowing Slime x8, Brach Pounder+ x2, Brach Pallium x1, Allfire Stone x5	9
 Reaver “Cruelty” (Buy)	660	(Dr150)	Blue	–––	5%	9	5	48000	Deviljho Scalp x2, Deviljho Fang x5, Deviljho Hide x3, Narga Tailspike x2	6
 Reaver “Calamity”	792	(Dr200)	White	O––	5%		6	85000	Deviljho Scale x5, Deviljho Tail x3, Deviljho Gem x1, Conqueror’s Seal x1	8
 Nero’s Calamity	891	(Dr230)	White	O––	5%		8	125000	Black Blood x3, Vile Fang x5, Deviljho Crook x1, S.Zin Dragonhair x4	9
 Dark Claw (Buy)	660	Dr290	White	––	0%	9	DLC	75000	Alatreon Talon x5, Alatreon Tail x3, ElderDragonBlood x3	7

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From the Library of Hao Feng

Long Sword		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Dark Claw "Demise"	726	Dr330	Purple	–	0%		DLC	100000	Conqueror's Seal x3, Skypiercer x2, Alatreo Direwing x2, Azure Dragongem x1	10
	Altheos Altrusta	792	Dr380	Purple	–	0%		DLC	150000	Conqueror's Seal x5, Skyswayer x3, Alatreon Ripper x4, Azure Drgnsphire x1	10
	Megiddo Katana (Buy)	627	Fi400	Blue	–	0%		8	120000	Miralis Smelter x1, Miralis Fireclaw x4, Miralis Fireback x3, ElderDragonBlood x5	10
	The Adjudition	693	Fi500	White	–	0%		8	145500	Miralis Scale x5, Gushing Magma x3, Dire Dragongem x1, Elder Dragonbone x5	10

Sword and Shield		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Hunter's Knife (Buy)	98	(lc50)	Yellow	– – –	0%	1	1	750	Iron Ore x3	1
	Hunter's Knife+	112	(lc100)	Yellow	– – –	0%	1	1	1500	Iron Ore x5, Earth Crystal x2	1
	Hunter's Dagger	126	(lc130)	Yellow	– – –	0%	1	1	3000	Earth Crystal x4, Machalite Ore x2, Carpenterbug x1	1

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Sword and Shield	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Assassin's Dagger (Buy)	154	(Ic130)	Green	---	0%	3	1	6000	Pelagicite Ore x4, Machalite Ore x5, Iron Ore x8	2
 Assassin's Dagger	154	(Ic130)	Green	---	0%	3	1	4000	Pelagicite Ore x2, Machalite Ore x3, Iron Ore x6	2
 Icicle Spike	182	Ic130	Green	---	10%	5	2	9200	Barioth Spike x1, Barioth Shell x3, Ice Crystal x10	3
 Icicle Spike+	210	Ic140	Green	---	10%	6	3	12600	Barioth Claw x2, Frost Sac x3, G.Jaggi Claw+ x2	4
 Nardebosche	238	Ic150	Blue	---	10%	7	4	17700	Amber Tusks x5, Gracium x5, Ice Crystal x15	4
 Nardebosche+	266	Ic170	Blue	---	15%	8	4	25500	Barioth Claw+ x4, Barioth Carapace x5, Freezer Sacx3	5
 Cryo Cross	294	Ic190	Blue	---	15%	9	5	31500	Amber Tusks+ x4, Barioth Pelt+ x8, G.Agnak Hide+ x5	6
 Grey Brume	322	Ic210	White	---	15%		7	60000	Barioth Fur x5, Barioth Lash x2, S.Barioth Fur x4	8

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Sword and Shield	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Gran Bhavani	336	Ic230	White	–––	20%		7	65000	Barioth Talon x4, Barioth Cortex x5, Hvy Indigo Tusks+ x3, G.Agnak Piel x5	9
 Spiked Saber (Buy)	294	(Fi150)	White	–––	0%	9	5	47250	Indigo Tusks+ x3, S.Bari Carapace x5, Rugged Pleura x2, S.Barioth Pelt+ x4	6
 Spiked Saber	294	(Fi150)	White	–––	0%	9	5	31500	S.Barioth Claw+ x4, S.Bari Carapace x4, Wyvern Stone x2	6
 Clawed Saber	350	(Fi160)	White	–––	0%		7	60000	S.Barioth Fur x4, S.Barioth Lash x2, S.Barioth Talon x4, Rugged Pleura+ x2	9
 Serevento	364	(Fi170)	Purple	–––	0%		7	65000	Hvy Indigo Tusks+ x4, S.Barioth Cortex x10, G.Narg Tailspear x5, Lrg Wyvern Stone x5	9
 Shadow Saber	168	Pois. 210	Green	–––	0%	4	2	8500	Gigginox Hide x5, Poison Sac x3, Isisium x4	3
 Shadow Saber+	196	Pois. 250	Green	O––	0%	5	2	14500	Uncanny Hide x3, Venom Gland x3, Diablos Marrow x1	3
 Toxic Fang	252	Pois. 290	Blue	O––	0%	8	4	23000	Uncanny Hide+ x4, Grim Venom Gland x4, Fearsome Maw x2, Barioth Claw+ x3	5

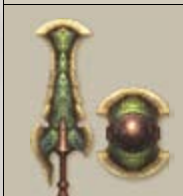
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Sword and Shield	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Hellt Epee	308	Pois. 360	Blue	O––	0%		6	55000	Revolting Piel x4, Foul Venom Gland x5, Purecrystal x1	8
 Hellnox Epee	322	Pois. 400	White	OO–	0%		7	65000	Gigginox Talon x4, Nightmarish Maw x3, Gigginox Piel x6, Hvy Indigo Tusks+ x4	9
 Hidden Edge (Buy)	280	(Pois. 100)	Blue	O––	20%	9	5	43500	Nargacuga Scale+ x6, Narga Tailspike x4, Nargacuga Pelt+ x8, Narga Medulla x1	6
 Hidden Edge	280	(Pois. 100)	Blue	O––	20%	9	5	29000	Nargacuga Scale+ x4, Narga Tailspike x4, Nargacuga Pelt+ x6	6
 Flash in the Night	294	(Pois. 130)	White	OO–	20%		7	75000	Nargacuga Shard x5, Nargacuga Fur x5, Narga Tailspike x10, Narga Medulla x3	9
 Avidya Edge	308	(Pois. 150)	White	OO–	25%		7	85000	Narga Razor+ x6, Hvy Narga Fang x4, Nargacuga Mantle x1, Rugged Pleura+ x3	9
 Eclipse Edge	322	(Pois. 170)	Purple	OO–	30%		HR40	94500	L.Narga Shard x4, L.Narga Dapples x4, Nargacuga Lash x3, L.Narg Tailspear x5	10
 Phecda's Asterism	336	(Pois. 180)	Purple	OO–	35%		HR40	135000	Hvy L.Narga Fang x6, L.Narga Razor x4, Cloudy Moonshard x1, Nargacuga Mantle x1	10

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Sword and Shield	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Soldier's Dagger	126	(Pois. 100)	Yellow	O––	0%	1	1	2500	Jaggi Hide x3, Jaggi Scale x3, Earth Crystal x5	1
 Commander's Dagger	140	(Pois. 130)	Yellow	O––	0%	2	1	5400	G.Jaggi Claw x4, G.Jaggi Hide x4, Machalite Ore x6	1
 Commander's Dagger	140	(Pois. 130)	Yellow	O––	0%	2	1	3600	G.Jaggi Claw x2, G.Jaggi Hide x3, Machalite Ore x5	1
 Hydra Knife	154	(Pois. 150)	Yellow	O––	0%	3	1	5800	King's Frill x2, Barroth Shell x3, Pelagicite Ore x3	2
 Hydra Knife+	182	(Pois. 200)	Green	O––	0%	4	2	8100	Venom Gland x3, Monster Bone+ x2, Isisium x5	3
 Deadly Knife	224	(Pois. 230)	Green	O––	0%	6	3	12800	King's Crest x3, G.Jaggi Hide+ x10, Diablos Fang x2	4
 Baumfäller	280	(Wa150), Def+20	Blue	O––	0%	8	4	25500	Duramboros Horn+ x2, Hard Mossplate x3, Duramboros Hump x1, Iron Ore x10	5
 Dendrotomy	350	(Wa170), Def+30	Blue	O––	0%		6	60000	Duram Hardhorn x2, Heavy Mossplate x5, Duram Sacrum x1	8

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Sword and Shield	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Plutocatena	364	(Wa200), Def+40	Blue	O––	0%		7	70000	Duram Cortex x2, Heavy Mossplate x5, Durambolite x1, Stout Horn x2	9
 Hypnos Knife	154	Slp. 150	Green	O––	0%	4	2	8400	G.Baggi Claw x4, Sleep Sac x3, Isisium x5	3
 Hypnos Knife+	168	Slp. 190	Green	O––	0%	5	2	13500	G.Baggi Hide x5, Diablos Fang x3, Dragonite Ore x5	3
 Morpheus Knife	224	Slp. 220	Green	O––	0%	8	4	20500	G.Baggi Hide+ x5, Coma Sac x3, Barioth Pelt+ x10, Bird Wyvern Gem x3	5
 Plesioth Finspike	252	Slp. 240	Blue	O––	0%		6	65000	Fine G.Plesi Fin x4, Fine Plesio Fin x4, Coma Sac x8	8
 Plesioth Direspike	280	Slp. 280	White	O––	0%		7	75000	Fine G.Plesi Fin x6, Fine Plesio Fin x6, Uber Plesio Head x1, Lagiacrus Talon x5	9
 Dirty Baron (Buy)	224	Pois. 120	Green	O––	0%	7	4	18450	G.Wroggi Hide+ x5, G.Wroggi Brace+ x4, Gracium x3, King's Beak x3	4
 Dirty Baron	224	Pois. 120	Green	O––	0%	7	4	12300	G.Wroggi Hide+ x4, Monster Keenbone x4, Gracium x3	4

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Sword and Shield	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Dirty Marquis	266	Pois. 120	Blue	O––	0%	8	4	19200	King's Beak x5, Toxin Sac x4, Firecell Stone x2	5
 Dirty Graf	322	(Pois. 550)	Blue	OOO	0%		6	50000	Imperial Beak x3, Foul Venom Gland x2, G.Wroggi Piel x2, Fey Wyvern Gem x1	8
 Azi Dahaka	168	Para. 130	Green	–––	0%	4	1	9300	Gobul Spike x2, Gobul Hide x3, Pelagicite Ore x10	3
 Azi Dahaka+	182	Para. 140	Green	–––	0%	5	2	12400	Paralysis Sac x3, Gobul Fin x3, Diablos Marrow x1	3
 Almighty Dahaka	224	Para. 150	Green	–––	0%	7	3	16800	Gobul Spike+ x4, Gobul Fin+ x4, Gobul Whisker x3	4
 Almighty Dahaka+	252	Para. 160	Blue	O––	0%	8	4	26400	Gobul Hide+ x5, Gobul Lantern+ x1, Nibel Carapace x4	5
 Co Dolgan	294	Para. 170	White	O––	0%		6	52000	Gobul Piel x3, Gobul Surspike x2, B.Giggi Talon x3, Omniplegia Sac x8	8
 Coctura Balgang	322	Para. 180	White	OO–	5%		7	70000	Fine Gobul Fin x5, Zinogre Hardhorn x2, B.Giggi Piel x6, Brach Pallium x1	9

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Sword and Shield	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Usurper's Firebolt (Buy)	238	Li250	Green	O––	0%	9	4	37500	Zinogre Shocker+ x3, Zinogre Horn+ x2, Zinogre Carapace x4, Zin Electrofur x4	5
 Usurper's Firebolt	238	Li250	Green	O––	0%	9	4	25000	Zinogre Horn+ x1, Zinogre Carapace x3, Zin Electrofur x3	5
 Despot's Crookbolt	280	Li350	Blue	O––	0%	9	5	38000	Zinogre Shocker+ x5, Zinogre Claw+ x3, Zinogre Jasper x1, l.Lagi Scale+ x4	6
 Oppressor's Bounty	322	Li420	White	O––	0%		7	110000	Zin D-Shocker x3, Zinogre Hardhorn x2, Zinogre Cortex x3, Zin Skymerald x1	9
 Brimstren Drakescale	336	(Dr360)	White	OO–	0%		7	90000	S.Zin Dragonhair x4, S.Zin Hardhorn x2, S.Zin Cortex x4, Dracophage Bug x4	9
 Stygian Luxuria	364	(Dr370)	White	OO–	0%		7	110000	S.Zin Dragnshell x4, S.Zinogre Talon x4, S.Zin Skymerald x1, S.Zinogre Lash x2	9
 Bone Kris (Buy)	112	(Pois. 50)	Yellow	–––	0%	1	1	750	Monster Bone S x2, Bone x1	1
 Bone Kris+	140	(Pois. 80)	Yellow	–––	0%	1	1	1500	Monster Bone S x5, Earth Crystal x2	1

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Sword and Shield	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Bone Tomahawk	154	Fi100	Green	---	0%	3	1	5300	Monster Bone M x3, Qurupeco Feather x2, Strange Beak x1	2
 Bone Tomahawk+	168	Fi120	Green	---	0%	3	1	7000	Flintstone x3, Vivid Feather x2, Demondrug x1	2
 Qurupeco Chopper	182	Fi150	Green	---	0%	4	1	9500	Qurupeco Feather x5, Strange Beak x3, Vivid Feather x6, Monster Bone+ x3	3
 Djinn (Buy)	210	Fi180	Green	---	0%	5	2	18000	Rathalos Shell x5, Rathalos Scale x4, Rath Marrow x1	3
 Djinn	210	Fi180	Green	---	0%	5	2	12000	Rathalos Shell x5, Rathalos Scale x4, Flame Sac x3	3
 Djinn+	238	Fi200	Blue	---	0%	8	4	27000	Rathalos Carapace x5, Rathalos Scale+ x4, Firecell Stone x3	5
 Blazing Falchion	280	Fi230	Blue	---	0%	9	5	36000	Rathalos Carapace x5, Rathalos Scale+ x4, Rath Medulla x2, S.Bari Carapace x3	6
 Corona	308	Fi260	Blue	---	0%		7	70000	Rathalos Shard x8, Conflagrant Sac x4, Rathalos Cortex x4, Rathalos Ruby x1	9

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Sword and Shield	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Corona+	322	Fi280	Blue	– – –	0%		7	75000	Rathalos Lash x3, Rath Ripper x6, Rathalos Cortex x5, Rathalos Mantle x1	9
 Golden Falchion (Buy)	336	Fi320	White	– – –	0%		8	136500	G.Rathian Cortex x8, G.Rathian Shard x8, Rathian Mantle x2, Rath Gleem x3	10
 Golden Falchion	336	Fi320	White	– – –	0%		8	91000	G.Rathian Cortex x5, G.Rathian Shard x6, Rathian Mantle x1	10
 Golden Radius	350	Fi350	White	– – –	0%		8	115000	G.Rathian Cortex x8, Rath Gleem x5, Rathian Mantle x1, Rathalos Mantle x1	10
 Blood Tabar	266	Pois. 180	Blue	– – –	0%	8	4	23000	Gigginox Hide+ x5, Gigginox Claw+ x3, Toxin Sac x3, Firecell Stone x2	5
 Plague Tabar	322	Pois. 200	Blue	– – –	0%		6	55000	Gigginox Piel x5, Foul Venom Gland x3, Monster Slogbone x3, Emperor Hopper x7	8
 Contagion Tabar	350	Pois. 220	White	– – –	0%		7	65000	Gigginox Talon x4, Nightmarish Maw x1, Revolting Piel x3, Narga Tailspear x2	9
 Lagia Sword (Buy)	182	Li150	Green	– – –	0%	4	2	14250	Lagiacrus Claw x4, Lagiacrus Scale x5, Lagiacrus Horn x1, Rathian Webbing x2	3

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Sword and Shield	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Lagia Sword	182	Li150	Green	– – –	0%	4	2	9500	Lagiacrus Horn x2, Lagiacrus Claw x3, Rathian Webbing x1	3
 Lagia Sword+	210	Li170	Green	– – –	0%	5	5	15500	Shell Shocker x2, Lagiacrus Horn x5, ElderDragonBlood x1	3
 High Lagia Sword	238	Li200	Green	– – –	0%	7	4	22000	Lagiacrus Plate x1, B.Giggi Claw+ x4, Thunder Sac x5	4
 Storm Sword	266	Li220	Blue	– – –	0%	8	4	30000	Lagiacrus Horn+ x2, Lagiacrus Hide+ x3, Wyvern Stone x2	5
 Takemikazuchi	280	Li240	Blue	– – –	0%	9	5	40000	Lagiacrus Scale+ x5, Lagiacrus Claw+ x5, Lagia Sapphire x1, I.Lagi Shocker+ x3	6
 Neo Lagia Sword (Buy)	308	Li250	White	– – –	0%		7	112500	I.Lagi Piel x10, Lagiacrus Talon x4, Lagiacrus Mantle x1, Lagiacrus Piel x10	9
 Neo Lagia Sword	308	Li250	White	– – –	0%		7	75000	I.Lagi Hide+ x5, Lagia Sapphire x1, Deathly Shocker x3, Lagiacrus Talon x4	9
 Neodignis Whitebolt	322	Li270	White	– – –	0%		7	85000	Lagiacrus Mantle x1, Lagiacrus Flail x3, I.Lagi Hardhorn x4, I.Lagi D-Shocker x6	9

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Sword and Shield	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Nether Lifesword	336	Li280	White	–––	0%		HR70	99000	A.Lagi Shard x5, Lagiacrus Talon x3, A.Lagi Hardhorn x2, Zin Skymerald x1	10
 Nether Maestral	350	Li300	White	–––	0%		HR70	140000	A.Lagi Piel x8, A.Lagi D-Shocker x5, A.Lagi Dynamo x1, S.Zin Skymerald x1	10
 Ludroth's Nail	154	Wa80	Yellow	–––	0%	2	1	3500	Immature Sponge x2, Hydro Hide x2, Bird Wyvern Fang x5, Monster Bone M x1	1
 Royal Claw	168	Wa100	Green	–––	0%	3	1	7500	Spongy Hide x3, R.Ludroth Claw x2, R.Ludroth Tailx1	2
 Royal Claw+	196	Wa150	Green	–––	0%	5	2	12500	Spongy Hide x5, R.Ludroth Scale x8, Duram Tailcasex3	3
 Royal Ludroth Claw	224	Wa210	Green	O––	0%	6	3	15500	Spongy Hide+ x3, Bathycite Ore x5, R.Ludroth Claw+ x3, R.Ludroth Crest+ x2	4
 Amethyst Claw	252	Wa280	Blue	O––	0%	8	4	21400	Plum Spongy Hide x5, P.Ludroth Claw+ x3, Torrent Sac x5, Barioth Claw+ x3	5
 Harmethyst	294	Wa330	Blue	O––	0%		6	45000	Plum Spongy Piel x5, P.Ludroth Shard x8, Hydro Hide+ x5, Dewy Pleura+ x2	8

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Sword and Shield	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Harmetristesse	322	Wa350	White	OO–	0%		6	55000	P.Ludroth Talon x5, Dazzling Fluid x8, Flood Sac x5, Meldspar Ore x5	8
 Carapace Mace (Buy)	196	(Para. 80)	Green	–––	-30%	4	1	15000	Isisium x1, Barroth Shell x6, Barroth Tail x1, Barroth Claw x5	3
 Carapace Mace	196	(Para. 80)	Green	–––	-30%	4	1	10000	Barroth Shell x5, Barroth Claw x3, Lightcrystal x1	3
 Carapace Mace+	210	(Para. 100)	Green	O––	-30%	5	2	14500	Barroth Scalp x2, Barroth Ridge x5, Firestone x2	3
 Barroth Club	238	(Para. 150)	Green	O––	-30%	7	4	18000	Barroth Ridge+ x4, Barroth Claw+ x4, Rheno Carapace x8, Gracium x3	4
 Doomed Soul	322	(Ic150)	Green	–	-15%	9	5	32000	Blackcurl Horn x1, B.Diablos Ridge+ x3, B.Diab Carapace x4, Wyvern Stone x2	6
 Blackened Soul	378	(Ic170)	Green	–	-15%		7	60000	Blackcurl Horn+ x1, B.Diablos Cortex x4, Diablos Fang x15, Diablos Medulla x3	9
 Blackest Animus	420	(Ic190)	Blue	–	-20%		7	70000	Diablos Hardhorn x1, B.Diablos Ridge+ x4, Diablos Hardtail x3, S.Zin Dragonhair x2	9

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Sword and Shield	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Gigas Club	266	(Slp. 150), Def+10	Blue	–	0%	8	4	24500	Uragaan Scute x3, Uragaan Scale+ x5, Lava Nugget x3	5
 Gigas Club+	294	(Slp. 170), Def+17	Blue	–	0%	9	5	31000	Uragaan Carapace x5, Uragaan Marrow x2, Monster Keenbone x3, A.Rath Scale+ x4	6
 Gigas Crusher	336	(Slp. 190), Def+20	Blue	OO–	0%		7	70000	Uragaan Cortex x5, Uragaan Scute+ x8, Uragaan Ruby x1	9
 Mighty Gigantreon	364	(Slp. 200), Def+20	Blue	OO–	0%		7	80000	Uragaan Cortex x5, Uragaan Scute+ x8, Uragaan Pallium x1, Allfire Stone x10	9
 Dios Edge (Buy)	252	Slime 220	Green	O––	0%	8	4	36000	Brach Carapace x7, Brach Ebonshell x5, Brach Pounder x2, Mystery Slime x5	5
 Dios Edge	252	Slime 220	Green	O––	0%	8	4	24000	Brach Carapace x3, Brach Ebonshell x2, Brachydios Tail x1, Brach Scalp x1	5
 Dios Edge+	280	Slime 260	Blue	O––	0%	9	5	37000	Brach Pounder x2, Mystery Slime x5, Brachydios Gem x1, S.Uragaan Scute x3	6
 Demolition Cutter	322	Slime 310	Blue	O––	0%		7	75000	Brach Cortex x5, Brach Ebonshell+ x4, Allfire Stone x2, Brach Scalp+ x1	9

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Sword and Shield	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Struxion Demolisher	350	Slime 350	White	O– –	0%		7	90000	Glowing Slime x8, Brach Pounder+ x2, Brach Pallium x1, Allfire Stone x5	9
 Secta Nulo (Buy)	168	(Ic100)	Green	–	0%	4	1	4500	Isisium x2, Bnahabra Shell x3, Monster Fluid x1, Altaroth Jaw x1	3
 Secta Unu	182	(Ic130)	Green	O– –	0%	5	2	6800	Bnahabra Wing x4, Bnahabra Shell x3, Diablos Fang x2	3
 Secta Nulo (W)	210	Ic170	Green	OO–	0%	6	3	9500	Bnaha Carapace x2, Lagombi Claw x2, Isisium x5, Quality Sacx2	4
 Secta Unu (W)	252	Ic250	Green	OO–	0%	8	4	18500	Bnaha Carapace x4, Monster Broth x2, King Scarab x5, Freezer Sacx2	5
 Secta Du (W)	280	Ic320	Blue	OOO	0%		6	50000	Bnahabra Cutwing x4, Monster Essence x2, Flutterfly x2, Cryo Sac x2	8
 Secta Nulo (G)	182	Para. 150	Green	–	0%	5	2	9500	Bnahabra Wing x4, Bnahabra Spine x2, Duram Mossplate x2, Altaroth Jaw x2	3
 Secta Unu (G)	210	Para. 210	Green	O– –	0%	8	4	18500	Bnaha Carapace x5, Omniplegia Sac x2, Mystery Slime x4, Quality Sac x4	5

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Sword and Shield	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Secta Du (G)	238	Para. 260	Blue	OO–	0%		6	50000	Bnahabra Cutwing x2, Prized Stomach x4, Monster Essence x5, Bnahabra Spine x4	8
 Tusk Gear (Buy)	168	(Ic100)	Green	O––	0%	4	1	9999	Lightcrystal x2, Pelagicite Ore x10, Monster Fluid x5	3
 Fossil Gear	196	(Ic150)	Green	O––	0%	5	2	20000	Firestone x4, Dragonite Ore x8, Gigginox Claw x3	3
 Skull's Wrath	252	(Ic200)	Green	O––	0%	8	4	30000	Bathycite Ore x10, Dragonbone Relic x2, Wyvern Stone x2, Monster Hardbone x3	5
 Chalcamine Sword	308	(Ic220)	Blue	O––	0%		6	45000	Purecrystal x2, Dragonbone Relic x4, Lrg Wyvern Stone x1	8
 Chalcomatia	350	(Ic250)	White	OO–	0%		7	60000	Purecrystal x5, Dragonbone Relic x6, Lrg Wyvern Stone x3, G.Agnak Talon x4	9
 Chak Chak (Buy)	196	(Li130)	Green	O––	5%	5		10500	Dragonite Ore x6, Crooked Horn x1, Lightcrystal x3, Big Fin x6	3
 Wagga Wagga	252	(Li170)	Blue	OO–	10%	8	4	25000	Diablos Medulla x1, Firecell Stone x3, Brilliant Fluid x3	5

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Sword and Shield	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Gimble Gyre	322	(Li250)	Blue	○○○	15%		6	60000	Zinogre Jasper x1, R.Duram Hardtail x2, Purecrystal x5, Monster Essence x5	8
 Rusted Sword (Polish)	98	(Dr100)	Orange	–	-70%	4	1	-1000	Rustshard (Polished)	3
 Tarnished Sword	98	(Dr100)	Yellow	–	-70%	1	1	5000	Earth Crystal x20, Monster Fluid x5	3
 Eternal Strife	154	Dr410	Green	–	0%	5	2	20000	Earth Crystal x40, Frost Sac x2, Flame Sac x2	3
 Eternal Hate	168	Dr480	Green	–	0%	7	5	35000	Earth Crystal x60, ElderDragonBlood x2, Rath Medulla x3, Fucium Ore x3	4
 Eternal Vengeance	182	Dr520	Blue	–	0%	8	5	50000	Earth Crystal x80, ElderDragonBlood x5, Sturdy Fang+ x3, Firecell Stone x3	5
 Sea Striker (Buy)	196	Wa100	Green	–	5%	6		24000	Ceadeus Hide x6, Crooked Horn x3, Luminous Organ x2, Carbalite Ore x3	4
 Abyssal Striker	224	Wa150	Green	–	5%	7		30000	Ceadeus Tail x2, Ceadeus Fur x5, Gracium x4	4

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Sword and Shield	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Ruinous Striker	280	Wa200	Blue	–	10%	8		36000	Crooked Horn x4, Deep Dragongem x1, Lagia Sapphire x1, ElderDragonBlood x3	5
 Ark Striker	322	Wa220	White	–	10%		6	70000	G.Ceadeus Coat x5, G.Ceadeus Fur x6, Crooked Hardhorn x2, Lrg Wyvern Stone x1	8
 Arken Duelcalion	364	Wa240	White	–	10%		7	100000	G.Ceadeus Shard x6, Crooked Hardhorn x4, Dark Dragongem, Lagiacrus Mantle x1	9
 Jhen Kodachi (Buy)	266	Dr100	Green	O––	5%	7		25500	Mohran Scale+ x8, Sturdy Fang+ x2, Mohran Brace+ x2	4
 Calm Sands	294	Dr150	Green	O––	10%	9		42000	Sturdy Fang+ x3, Mohran Brace+ x3, Deviljho Fang x3, B.Diablos Ridge+ x3	7
 Iris Earthkiller	336	Dr180	White	O––	10%		DLC	110000	Deific Fang x3, Mohran Allbrace x2, H.Jhen Allbrace x2, Ghostly Quartz x1	10
 Earthsbane Gladiolus	364	Dr200	White	O––	10%		8	130000	H.Jhen Rockskin x8, Deific Fang x3, H.Jhen Shard x8, Earth Drgnsphire x1	10
 Alatreon Sword (Buy)	294	Dr300	White	–	0%	9	DLC	75000	Alatreon Scute x5, Alatreon Webbing x2, ElderDragonBlood x3	7

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Sword and Shield	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Alatreon Star	322	Dr360	Purple	–	0%		DLC	100000	Conqueror's Seal x3, Alatreo Direwing x3, Alatreon Mantle x4, Azure Dragongem x1	10
 Altheos Zodiarch	336	Dr420	Purple	–	0%		DLC	150000	Conqueror's Seal x5, Skyswayer x3, Alatreon Pallium x4, Azure Drgnsphire x1	10
 Qurupeco's Flight (Buy)	294	Li220	Blue	O––	0%		6	36000	C.Peco Shard x5, Peco Fellwing x4, Alluring Beak x2, High Voltstone x1	8
 Qurupeco's Blight	308	Li280	White	OO–	0%		6	55000	C.Peco Fellwing x4, Lustrous Feather x6, Alluring Beak x3, Lightning Sac x3	8
 Odyssey Blade (Buy)	294	(Wa380)	Blue	OO–	0%		6	45000	Peco Fellwing x4, Gigginox Talon x4, Rathian Mantle x1	8
 Master Odyssey	336	(Wa480)	White	OO–	0%		7	65000	Rathalos Mantle x1, I.Lagi Hardhorn x2, S.Uragaan Jaw+ x1	9
 Worn Sword (Buy)	70	(Dr100)	Orange	–	-70%		6	-1000	Ancient Shard (Polished)	8
 Weathered Sword	70	(Dr100)	Orange	–	-70%		6	5000	Earth Crystal x30, Monster Essence x5, Commendation x2	8

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Sword and Shield	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Divine Exodus	196	Dr600	Green	–	0%		7	50000	Earth Crystal x70, Dragonbone Relic x3, Allfire Stone x3	9
 Divine Insodus	224	Dr700	White	–	0%		7	100000	Earth Crystal x99, Dragonbone Relic x5, Conqueror's Seal x5, S.Zin Dragonhair x5	9
 Megiddo Edge	280	Fi450	Blue	–	0%		8	120000	Miralis Smelter x2, Mirals Fireback x3, Miralis Scale x3, Gushing Magma x1	10
 The Mornifestation	294	Fi500	White	–	0%		8	145000	Miralis Fireclaw x4, Miralis Hellwing x2, Dire Dragongem x1, Elder Dragonbone x5	10

Dual Blades	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Matched Slicers (Buy)	98	(Ic50)	Yellow	–––	0%	1	1	1500	Machalite Ore x1, Earth Crystal x2	1
 Matched Slicers+	112	(Ic50)	Yellow	–––	0%	1	1	2000	Earth Crystal x3, Machalite Ore x2, Carpenterbug x2	1
 Dual Slicers	140	(Ic50)	Yellow	–––	0%	1	1	3000	Ice Crystal x3, Iron Ore x6, Earth Crystal x4	1

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Dual Blades	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Dual Hatchets (Buy)	154	(Ic80)	Green	–––	0%	3	1	6750	Pelagicite Ore x5, Iron Ore x10, Killer Beetle x6	2
 Dual Hatchets	154	(Ic80)	Green	–––	0%	3	1	4500	Pelagicite Ore x4, Machalite Ore x7, Earth Crystal x8	2
 Dual Hatchets+	168	(Ic80)	Green	–––	0%	4	1	6500	Isisium x4, Pelagicite Ore x6, Machalite Ore x10	3
 Dual Cleavers+	182	(Ic100)	Green	–––	0%	5	2	85000	Firestone x4, Dragonite Ore x6, Machalite Ore x10	3
 Hurricane	196	(Ic100)	Green	–––	0%	6	3	15000	Barroth Carapace x3, Earth Crystal x20, Machalite Ore x20	4
 Hurricane+	252	(Ic120)	Green	OO–	0%	8	4	25000	Uragaan Carapace x5, Carbalite Ore x15, Machalite Ore x30	5
 Cyclone	294	(Ic140)	Blue	OO–	0%	9	5	30000	Fucium Ore x5, Firecell Stone x3, Dragonite Ore x20, S.Urag Carapace x5	6
 Tornado Hatchets	308	(Ic200)	Blue	OO–	0%		6	60000	Eltalite Ore x5, Firecell Stone x5, Carbalite Ore x15	8

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Dual Blades	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Typhoon	350	(Ic250)	Blue	OO–	0%		6	65000	Purecrystal x3, Firecell Stone x10, Meldspar Ore x5	8
 Dios Slicers (Buy)	266	Slime 170	Blue	–––	0%	8	4	36000	Brach Carapace x5, Brach Ebonshell x3, Brach Scalp x2, Firecell Stone x3	5
 Dios Slicers	266	Slime 170	Blue	–––	0%	8	4	24000	Brach Carapace x3, Brach Ebonshell x2, Brach Scalp x1, Mystery Slime x3	5
 Dios Slicers+	308	Slime 200	Blue	–––	0%	9	5	37000	Brach Pounder x2, Mystery Slime x5, Brachydios Gem x1, B.Diab Carapace x5	6
 Demolition Blades	336	Slime 230	Blue	–––	0%		7	75000	Brach Cortex x5, Brach Ebonshell+ x4, Brach Scalp x2, Eltalite Ore x5	9
 Spectral Demolisher	364	Slime 270	White	–––	0%		7	90000	Glowing Slime x8, Brach Pounder+ x2, Brach Pallium x1, Allfire Stone x5	9
 Sworn Rapiers (Buy)	238	Wa70	Green	–––	0%	7	6	21900	Carbalite Ore x6, Lightcrystal x4, Gracium x4, Luminous Organ x2	4
 Sworn Rapiers	238	Wa70	Green	–––	0%	7	4	14600	Gracium x5, Lightcrystal x4, Plesioth Webbing x3	4

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Dual Blades	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Sworn Rapiers+	266	Wa90	Blue	–––	0%	8	4	21500	Gracium x5, Lightcrystal x8, Nibelsnarf Claw+ x4	5
 Holy Sabers	294	Wa110	Blue	–––	0%	9	5	30500	Fucium Ore x5, Rare Scarab x10, G.Agnak Claw+ x4	6
 Guild Knight Sabers	322	Wa130	Blue	–––	0%		6	55000	Purecrystal x2, Eltalite Ore x10, Emperor Hopper x10, Hrd Ples Webbing x3	8
 Master Sabers	350	Wa150	White	–––	0%		7	65000	Purecrystal x5, Meldspar Ore x10, Maiden Butterfly x3, Rathian Mantle x1	9
 Twin Chainsaws	196	Li70	Green	–––	0%	5	2	8800	Dragonite Ore x6, Thunderbug x5, Nibelsnarf Hide x3	3
 Twin Chainsaws+	210	Li90	Green	O––	0%	7	4	12200	Carbalite Ore x6, Thunder Sac x4, Slagtoth Hide+ x6	4
 Guillotines	238	Li110	Green	O––	0%	9	4	23500	Gracium x6, Fulgurbug x5, Fucium Ore x10	5
 Golem's Saws	280	Li130	Blue	O––	0%		6	60000	High Voltstone x2, Lightning Sac x3, B.Giggi Piel x4	8

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Dual Blades	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Golem's Maneaters	322	Li150	White	OO–	0%		6	70000	Gobul Lantern+ x2, Lightning Sac x5, B.Giggi Talon x5	8
 Type 51 Macerators (Buy)	252	(Wa200), Def+20	Green	OO–	0%	8	4	31500	Nibelsnarf Claw+ x2, Nibel Carapace x4, Nibelsnarf Hide+ x4, Monster Keenbone x4	5
 Type 51 Macerators	252	(Wa200), Def+20	Green	OO–	0%	8	4	21000	Nibel Carapace x4, Nibelsnarf Hide+ x2, Dragonite Ore x10, Monster Keenbone x2	5
 Deathsnarfs	280	(Wa230), Def+25	Blue	OO–	0%	9		28000	Nibel Carapace x6, G.Agnak Claw+ x3, Mohran Brace+ x4	6
 Uber Deathsnarfs	336	(Wa280), Def+30	Blue	OOO	0%		6	60000	Nibel Cortex x5, Nibelsnarf Piel x4, Fey Wyvern Gem x1	8
 Insecticutters	168	Dr50	Green	–––	0%	4	1	7900	Bnahabra Shell x6, Altaroth Stomach x4, Monster Fluid x4, Monster Bone+ x1	3
 Insecticutters+	196	Dr80	Green	–––	0%	5	2	11000	Altaroth Jaw x2, Bnahabra Wing x4, Hercudrome x5	3
 Insectirippers	238	Dr100	Blue	O––	0%	7	4	18800	Bnaha Carapace x6, Quality Sacx4, Monster Broth x4, Rare Scarab x2	4

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Dual Blades	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Insecticythes	294	Dr150	Blue	OO–	0%		6	60000	Bnahabra Cutwing x5, Prized Stomach x5, Emperor Hopper x10	8
 Entomotheos	322	Dr200	White	OO–	0%		6	75000	Bnahabra Cutwing x8, Prized Stomach x8, Flutterfly x5, Purecrystal x3	8
 Gobul Stunprongs	210	Para. 150	Green	---	0%	7	3	13000	Gobul Hide+ x5, Gobul Fin+ x4, Gobul Lantern x3	4
 Gobul Stunprongs+	252	Para. 170	Blue	---	0%	8	5	23000	Gobul Spike+ x5, Gobul Fin+ x6, Gracium x5, Agnaktor Hide+ x6	5
 Plegion Stunsword	308	Para. 190	Blue	---	0%		6	60000	Fine Gobul Fin x6, Gobul Kingwhiskr x8, Gobul Beacon x1	8
 Jaggid Shotels (Buy)	154	(Pois. 150)	Yellow	---	0%	1	1	5400	Jaggi Scale x3, Jaggi Hide x3, Bird Wyvern Fang x5, Ice Crystal x3	1
 Jaggid Shotels	154	(Pois. 150)	Yellow	---	0%	1	1	3600	Jaggi Scale x2, Jaggi Hide x2, Bird Wyvern Fang x4, Ice Crystal x2	1
 Jaggid Shotels+	168	(Pois. 170)	Green	---	0%	3	1	5800	G.Jaggi Claw x2, G.Jaggi Hide x4, Pelagicite Ore x3	2

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Dual Blades	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Leader's Shotels	182	(Pois. 200)	Green	–––	0%	4	2	8100	G.Baggi Claw x2, King's Frill x2, Baggi Scale x4, G.Wroggi Brace x4	3
 Flamestorm	196	Fi200	Green	–––	10%	5	2	12000	Agnaktor Shell x4, Agnaktor Hide x2, Agnaktor Fin x2, Agnaktor Scale x4	3
 Flamestorm+	238	Fi230	Green	–––	10%	8	5	26000	Agnaktor Beak x4, Agnaktor Claw+ x3, Agnaktor Hide+ x4, Agnak Carapace x5	5
 Salamanders (Buy)	252	Fi260	Blue	–––	15%	9	5	55500	Agnak Carapace x5, Scalding Pleura+ x3, Agnaktor Fin+ x5, S.Uragaan Scale+ x8	6
 Salamanders	252	Fi260	Blue	–––	15%	9	5	37000	Agnak Carapace x4, Agnaktor Hide+ x2, Agnaktor Fin+ x4, S.Uragaan Scale+ x8	6
 Ignis Noire	294	Fi300	Blue	–––	15%		7	85000	Agnaktor Cortex x4, Agnaktor Piel x4, Agnaktor Talon x2, Supple Piel x8	9
 Agnaktor Inferno	322	Fi340	White	–––	15%		7	95000	Agnaktor Cortex x3, Scorching Pleura x3, Fine Agnak Fin x5, Allfire Stone x3	9
 Dichotomy	322	Ic250, Fi140	Blue	O––	0%		7	85000	G.Agnak Cortex x5, G.Agnak Talon x3, Agnaktor Piel x4, Agnaktor Talon x3	9

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Dual Blades		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Elemenders	350	Ic360, Fi150	White	O––	0%		7	95000	Drenched Pleura x4, Fine G.Agnak Fin x5, Scorching Pleura x4, Fine Agnak Fin x5	9
	Twin Acrus (Buy)	182	Li100	Green	–––	0%	4	2	14250	Lagiacrus Claw x4, Lagiacrus Scale x5, Lagiacrus Horn x1, G.Baggi Hide x2	3
	Twin Acrus	182	Li100	Green	–––	0%	4	2	9500	Lagiacrus Tail x1, Lagiacrus Claw x3, Lagiacrus Scale x4, Lagom Plastron x1	3
	Twin Acrus+	224	Li110	Green	–––	0%	6	3	22000	Lagiacrus Horn x2, Lagiacrus Hide x8, Lagiacrus Plate x1, Voltstone x3	4
	Levin Acrus	308	Li130	Blue	–––	0%	9	5	40000	Shell Shocker+ x3, Lagiacrus Claw+ x5, Lagia Sapphire x1, Blackcurl Horn x1	6
	Neo Twin Acrus	336	Li150	Blue	–––	0%		7	75000	Lagiacrus Flail x1, I.Lagi Shard x5, I.Lagi D-Shocker x3, Lagiacrus Talon x5	9
	Neo Acrus Whitebolt	364	Li180	White	–––	0%		7	105000	Lagiacrus Mantle x1, I.Lagi Shard x6, I.Lagi Hardhorn x3, I.Lagi D-Shocker x5	9
	Bone Scythes (Buy)	112	(Pois. 80)	Yellow	–––	0%	1	1	1050	Bone x2, Bird Wyvern Fang x3	1

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Dual Blades	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Bone Scythes+	126	(Pois. 100)	Yellow	– – –	0%	1	1	1890	Bird Wyvern Fang x5, Bone x4	1
 Chief's Scythes	154	(Pois. 130)	Yellow	– – –	0%	2	1	2400	Jumbo Bone x3, Sharpened Fang x4, Carpenterbug x1	1
 Ludroth Pair (Buy)	168	Wa120	Green	– – –	0%	3	1	4850	Spongy Hide x3, Immature Sponge x5, Bone x8, Aqua Sac x3	2
 Ludroth Pair	168	Wa120	Green	– – –	0%	3	1	3300	Spongy Hide x2, Immature Sponge x4, Bone x6, Aqua Sac x2	2
 Ludroth Pair+	182	Wa150	Green	– – –	0%	5	2	7500	R.Ludroth Scale x4, R.Ludroth Tailx2, R.Ludroth Crest x1, Duram Tailcasex2	3
 Double Droth	196	Wa200	Green	– – –	0%	6	3	12500	Spongy Hide+ x2, Hydro Hide+ x4, Avian Finebone x6, Torrent Sac x2	4
 Hidden Gemini (Buy)	252	(Para. 50)	Blue	– – –	10%	9	5	43500	Narga Razor x8, Nargacuga Scale+ x4, Narga Medulla x1, Monster Bone+ x4	6
 Hidden Gemini	252	(Para. 50)	Blue	– – –	10%	9	5	29000	Narga Razor x4, Nargacuga Scale+ x2, Nargacuga Fang+ x4	6

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Dual Blades	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Night Wings	266	(Para. 70)	Blue	–––	15%	9	5	39000	Nargacuga Pelt+ x6, Narga Tailspike x4, Narga Medulla x2, Monster Hardbone x4	6
 Virnar Slicers	294	(Para. 90)	White	O––	30%		7	75000	G.Narga Razor+ x4, G.Narga Shard x2, Hvy G.Narga Fang x4	9
 Midnight Blackwings	308	(Para. 110)	White	O––	40%		7	85000	G.Narga Razor+ x6, G.Narga Dapples x4, Nargacuga Mantle x1, Monster Slogbone	9
 Eclipse Slicers	322	Pois. 150	White	–––	20%		HR40	94500	L.Narga Razor x6, L.Narga Dapples x4, Hvy L.Narga Fang x3, L.Narg Tailspear x1	10
 Alkaid's Asterism	350	Pois. 180	Purple	–––	20%		HR40	135000	L.Narga Razor x8, Nargacuga Mantle x1, Elder Dragonbone x4, Cloudy Moonshard	10
 Usurper's Fulgur (Buy)	266	Li150	Green	–––	0%	9	4	37500	Zinogre Horn+ x2, Zinogre Claw+ x3, Zin Electrofur x4, Zinogre Carapace x4	5
 Usurper's Fulgur	266	Li150	Green	–––	0%	9	4	25000	Zinogre Claw+ x2, Zin Electrofur x3, Zinogre Carapace x3	5
 Despot's Blitz	294	Li220	Blue	–––	0%	9	5	38000	Zinogre Horn+ x3, I.Lagi Hide+ x3, Zinogre Jasper x1, Zinogre Shocker+ x4	6

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Dual Blades	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Oppressor's Miracle	308	Li270	Blue	–––	0%		7	90000	Zinogre Hardhorn x4, Zinogre Talon x2, Zin Electrofur+ x2, Zin Skymerald x1	9
 Nether Twinblades (Buy)	322	Li310	White	–––	10%		HR70	148500	A.Lagi Piel x6, A.Lagi Dynamo x1, Zinogre Cortex x6, Zin Skymerald x1	10
 Nether Twinblades	322	Li310	White	–––	10%		HR70	99000	Zinogre Cortex x4, Lagiacrus Mantle x1, A.Lagi Piel x4, A.Lagi Hardhorn x2	10
 Nether Confidants	336	Li360	White	–––	10%		HR70	140000	Zin D-Shocker x6, A.Lagi D-Shocker x5, A.Lagi Dynamo x1, S.Zin Skymerald x1	10
 Brimstren Drakeclaws	294	Li200, Dr300	White	O––	0%		7	90000	Zinogre Cortex x4, Zinogre Talon x3, S.Zin Hardhorn x2, S.Zin Dragonhair x4	9
 Stygian Superbia	336	Li240, Dr340	White	O––	0%		7	110000	Zin Skymerald x1, Zinogre Lash x5, S.Zinogre Lash x5, S.Zin Skymerald x1	9
 Plesioth Cutlasses (Buy)	210	Wa230	Green	–––	0%	7	3	24000	Plesioth Scale+ x6, Plesioth Fin+ x3, Whetfish x10, Torrent Sac x3	4
 Plesioth Cutlasses	210	Wa230	Green	–––	0%	7	3	16000	Plesioth Scale+ x4, Plesioth Fin+ x2, Whetfish x10	4

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Dual Blades		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Plesioth Cutlasses+	238	Wa270	Green	–––	0%	8	4	25500	Plesioth Fin+ x5, Nibelsnarf Claw+ x4, Monster Keenbone x4	5
	Plesioth Machetes	266	Wa300	Blue	–––	0%	9	5	36000	Plesioth Fang+ x4, Plesioth Fin+ x5, Plesioth Head x2, G.Agnak Fin+ x2	6
	Verdant Slashers	294	Wa360	Blue	O––	0%		6	65000	Plesioth Shard x5, Fine Plesio Fin x4, Flood Sac x3	8
	Alluvion Slashers	336	Wa420	Blue	O––	0%		7	75000	Plesioth Shard x6, Hvy Plesio Fang x3, Uber Plesio Head x1, G.Narg Tailspear x4	9
	Jade Plesioth Fans	266	Slp. 170	Blue	O––	0%		6	65000	G.Plesio Shard x5, Fine G.Plesi Fin x4, Coma Sac x3	8
	Jade Battlefanzers	280	Slp. 200	Blue	OO–	0%		7	75000	Fine G.Plesi Fin x6, Uber Plesio Head x1, Drenched Pleura x3, Lrg Wyvern Stone x1	9
	Bloodwings	182	Pois. 160	Green	–––	0%	4	2	8500	Gigginox Hide x2, Uncanny Hide x2, Venom Gland x2, Monster Bone L x4	3
	Bloodwings+	196	Pois. 200	Green	–––	0%	5	2	14500	Gigginox Claw x4, Fearsome Maw x2, Poison Sac x5, Firestone x3	3

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Dual Blades	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Venom Wings	252	Pois. 250	Blue	–––	0%	8	4	23000	Gigginox Hide+ x4, Uncanny Hide+ x4, Grim Venom Gland x4, Diablos Ridge x4	5
 Grimgrim Wings	294	Pois. 280	Blue	O––	0%		6	60000	Gigginox Piel x4, Gigginox Talon x3, Foul Venom Gland x5	8
 Grimmest Noxwings	322	Pois. 320	White	OO–	0%		7	65000	Nightmarish Maw x3, Revolting Piel x6, Gigginox Talon x4, Nargacuga Fur x5	9
 Boltgeist	252	Li200	Blue	O––	0%	8	4	23000	B.Giggi Hide+ x4, Uncanny Hide+ x4, Thunder Sac x2, Lagiacrus Claw+ x2	5
 Double Boltwings	280	Li270	Blue	OO–	0%		6	60000	B.Giggi Talon x3, Lightning Sac x4, B.Giggi Piel x4, Monster Essence x10	8
 Double Deathbolts	294	Li300	Blue	OOO	0%		7	65000	B.Giggi Talon x5, Nightmarish Maw x2, Zin D-Shocker x4, Lrg Wyvern Stone x1	9
 Brother Flames (Buy)	210	Fi120	Green	O––	0%	5	2	18000	Rathalos Scale x6, Rathian Scale x6, Rath Marrow x2, Flame Sac x8	3
 Brother Flames	210	Fi120	Green	O––	0%	5	2	12000	Rathalos Scale x4, Rathian Scale x4, Rathalos Webbing x2, Rathian Webbing x2	3

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Dual Blades	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Brother Blazes	238	Fi140	Green	O––	0%	6	3	19000	Rathalos Tail x3, Rathian Carapace x8, Rathalos Plate x1, Rathian Plate x1	4
 Wyvern Lovers	308	Fi160	Blue	O––	0%	9	5	36000	Rathalos Carapace x5, S.Uragaan Scute x5, Rathalos Ruby x1, Rathian Ruby x1	6
 Wyvern Strife (Buy)	336	Fi200	White	O––	0%		8	127500	S.Rathalos Shard x6, G.Rathian Shard x6, Rathalos Mantle x1, Rathian Mantle x1	10
 Wyvern Strife	336	Fi200	White	O––	0%		8	85000	S.Rathalos Shard x6, G.Rathian Shard x6, Rath Ripper x10, Conflagrant Sac x10	10
 Wyvern Conciliation	364	Fi230	White	O––	0%		8	120000	S.Rath Cortex x6, G.Rathian Cortex x6, Rathalos Mantle x1, Rathian Mantle x1	10
 Snow Slicers (Buy)	168	Ic120	Green	–––	0%	4	1	7500	Lagombi Pelt x6, Lagom Plastron x2, Lagombi Claw x2, Lagombi Ear x1	3
 Snow Slicers	168	Ic120	Green	–––	0%	4	1	5000	Lagombi Pelt x6, Lagom Plastron x2, Lagombi Claw x2	3
 Snow Slicers+	182	Ic140	Green	–––	0%	5	2	8600	Lagom Plastron x4, Lagombi Ear x2, Frost Sac x2	3

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Dual Blades	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Snow Sisters	210	Ic160	Green	–––	0%	7	4	17700	Lagombi Pelt+ x6, Lagom Plastron+ x4, Lagombi Claw+ x2, Frozen Glob x2	4
 Blizzarioths (Buy)	266	Ic180	Green	–––	10%	8	4	38250	Barioth Pelt+ x5, Gracium x6, Barioth Claw+ x4, Amber Tusks+ x3	5
 Blizzarioths	266	Ic180	Green	–––	10%	8	4	25500	Barioth Pelt+ x3, Gracium x4, Barioth Claw+ x3, Amber Tusks+ x2	5
 Blizzarioths+	294	Ic200	Blue	–––	20%	9	5	31500	Barioth Carapace x4, Freezer Sac x3, Barioth Spike x10, Indigo Tusks+ x2	6
 Raider's Icecarvers	322	Ic220	White	–––	25%		6	65000	Hvy Amber Tusks x5, Barioth Fur x3, Barioth Lash x2, Cryo Sac x5	8
 Ventus Vindictus	350	(Fi120)	Green	OOO	0%		7	60000	S.Barioth Fur x5, Rugged Pleura+ x2, S.Barioth Talon x3, Monster Slogbone x4	9
 Raider's Savagery	378	(Fi150)	Green	OOO	0%		7	65000	Rugged Pleura+ x4, Hvy Indigo Tusks x10, S.Barioth Lash x3, Lrg Wyvern Stone x2	9
 Diablos Bashers	252		Green	–––	-20%	5	2	12000	Twisted Horn x2, Diablos Tailcase x4, Diablos Fang x4	3

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Dual Blades	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Diablos Bashers+	308		Green	–––	-20%	7	4	17000	Diablos Ridge x6, Diablos Marrow x2, Monster Keenbone x2, Rare Scarab x6	4
 Diablos Mashers	336		Green	O––	-30%	8	4	23000	Majestic Horn x2, Diablos Ridge x4, Diablos Medulla x2	5
 Diablos Sinidex (Buy)	406		Blue	O––	-30%		7	90000	Stout Horn x2, B.Diablos Chine x4, Blackcurl Horn+ x2, Diablos Medulla x2	9
 Diablos Sinidex	406		Blue	O––	-30%		7	60000	Stout Horn x2, B.Diablos Chine x4, Diablos Hardtail x2, Diablos Chine x4	9
 Sinistrus Dextraos	434		Blue	O––	-30%		7	70000	Blackcurl Horn+ x2, Diablos Carapace x12, B.Diablos Cortex x12, Diablos Hardhorn x1	9
 Glutton's Tools (Buy)	140	(Ic50)	Green	–––	0%	3	1	4500	Pelagicite Ore x3, Voucher x2, Bone x4	2
 Gorger's Tools	168	(Ic100)	Green	OO–	0%	5	2	8500	Voucher x10, Dragonite Ore x10, Nibelsnarf Claw x2	3
 Stewbry Stirfoils	224	(Ic180), Def+13	Green	OOO	0%	8	4	22000	Gourmet Voucher x5, Gracium x10, Nibelsnarf Claw+ x4	5

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Dual Blades	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Deepshake Frybakers	280	(Ic220), Def+18	Blue	○○○	0%	9	5	31500	Gourmet Voucher x10, Fucium Ore x10, B.Diablos Ridge+ x4	6
 Mercury Edges (Buy)	224	Wa120	Blue	–––	0%	6		24000	Ceadeus Tail x3, Crooked Horn x2, Luminous Organ x5, Carbalite Ore x4	4
 Neptune Edges	308	Wa160	Blue	–––	0%	9		45000	Ceadeus Scale x8, Deep Dragongem x1, I.Lagi Hide+ x4, Luminous Organ x6	6
 Pelagic Deublades	364	Wa200	White	–––	5%		7	100000	I.Lagi Hardhorn x3, Dark Dragongem x1, Crooked Hardhorn x4, G.Ceadeus Fur x5	9
 Shaka Scarecrows (Buy)	168	Para. 200	Green	○––	0%	6	3	12000	Chum-Chum Ticket x3, Monster Keenbone x5, King Scarab x3, Paralysis Sac x5	4
 Chum Scarecrows	182	Para. 220	Blue	○○–	0%	8	4	23500	Chum-Chum Ticket x5, Voucher x3, Lagiacrus Claw+ x4, Omniplegia Sac x3	5
 Chum-Chum Scarecrows	196	Para. 250	Blue	○○○	0%		6	55000	Chum-Chum Ticket x10, Gourmet Voucher x3, Gobul Kingwhiskr x1, B.Giggi Talon x4	8
 Wrath & Rancor (Buy)	266	Dr100	Blue	–––	5%	9	5	48000	Deviljho Hide x6, Deviljho Fang x4, Deviljho Scalp x2, S.Barioth Claw+ x2	6

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Dual Blades	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Wrathful Predation	322	Dr140	Blue	–––	10%		6	85000	Deviljho Scale x6, Deviljho Talon x5, Deviljho Gem x1, Conqueror's Seal x1	8
 Nero's Wrath	364	Dr160	Blue	–––	10%		7	125000	Vile Fang x4, Deviljho Coat x8, Deviljho Crook x1, Dracophage Bug x5	9
 Worn Blade (Buy)	98	(Dr100)	Orange	–––	-70%		6	-1000	Ancient Shard (Polished)	8
 Weathered Blades	98	(Dr100)	Yellow	–––	-70%		6	5000	Earth Crystal x30, Monster Essence x5, Commendation x2	8
 Enduring Schism	168	Dr420	White	OOO	0%		7	50000	Earth Crystal x70, Dragonbone Relic x3, Allfire Stone x3, Conqueror's Seal x2	9
 Enduring Sacrifice	182	Dr480	White	OOO	0%		7	100000	Earth Crystal x99, Dragonbone Relic x5, Conqueror's Seal x5, S.Zin Dragnshell x3	9
 Megiddo Nova (Buy)	252	Fi400	Blue	–––	0%		8	120000	Miralis Smelter x2, Miralis Fireclaw x4, Gushing Magma x2, ElderDragonBlood x5	10
 The Fistolution	280	Fi450	White	–––	0%		8	145000	Miralis Fireback x5, Miralis Hellwing x2, Dire Dragongem x1, Elder Dragonbone x5	10

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Hammer	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Iron Hammer (Buy)	364	(Ic50)	Yellow	–––	0%	1	1	750	Iron Ore x3	1
 Iron Hammer+	416	(Ic50)	Yellow	–––	0%	1	1	2000	Earth Crystal x1, Iron Ore x4	1
 War Hammer (Buy)	520	(Ic100)	Green	–––	0%	3	1	6000	Pelagicite Ore x3, Machalite Ore x2	2
 War Hammer	520	(Ic100)	Green	–––	0%	3	1	4000	Iron Ore x3, Earth Crystal x2, Pelagicite Ore x2	2
 War Hammer+	572	(Ic130)	Green	–––	0%	4	1	6500	Isisium x5, Machalite Ore x2	3
 War Mace	676	(Ic150)	Green	O––	0%	5	2	10000	Isisium x4, Dragonite Ore x6, Earth Crystal x8	3
 Iron Striker	780	(Ic170)	Green	O––	0%	6	3	20000	Dragonite Ore x4, Carbalite Ore x10, Iron Ore x12	4
 Iron Striker+	832	(Ic220)	Green	O––	0%	8	4	25000	Lava Nugget x4, Firecell Stone x2, Iron Ore x15	5

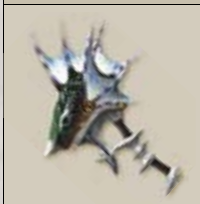
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Hammer		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Iron Impact	936	(Ic250)	Blue	OO–	0%	9	5	30000	Rugged Pleura x2, Carbalite Ore x20, Iron Ore x50	6
	Anvil Hammer (Buy)	1092	(Ic330)	Blue	OO–	0%		6	60000	Eltalite Ore x15, S.Urag Carapace x10, Iron Ore x50	8
	Anvil Hammer	1092	(Ic330)	Blue	OO–	0%		6	40000	Eltalite Ore x5, Carbalite Ore x20, Iron Ore x70	8
	Onslaught	1352	(Ic380)	White	OO–	0%		7	65000	Meldspar Ore x5, Fucium Ore x20, Iron Ore x99, G.Agnak Cortex x5	9
	Gun Hammer (Buy)	884	Fi100	Blue	O––	5%	8	4	28500	Firecell Stone x2, Carbalite Ore x10, Uragaan Marrow x3	5
	Gun Hammer	884	Fi100	Blue	O––	5%	8	4	19000	Lava Nugget x5, Firecell Stone x1, Dragonite Ore x10	5
	Deadeye Revolver	1040	Fi130	Blue	O––	10%	9	5	29500	Firecell Stone x4, Fucium Ore x8, Monster Broth x5, S.Uragaan Scute x2	6
	Burst Revolver	1300	Fi180	White	O––	15%		7	65000	Allfire Stone x5, Scorching Pleura x5, Rath Medulla x3	9

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Hammer	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Plesioth Head (Buy)	832	Wa210	Green	O––	0%	7	3	24000	Plesioth Scale+ x10, Plesioth Fang+ x6, Stoutbone x5, Plesioth Head x1	4
 Plesioth Head	832	Wa210	Green	O––	0%	7	3	16000	Plesioth Scale+ x5, Plesioth Fang+ x4, Dragonite Ore x10	4
 Plesioth Head+	884	Wa250	Green	O––	0%	8	4	25500	Plesioth Fin+ x7, Plesioth Webbing x5, Plesioth Head x1, Brilliant Fluid x3	5
 Plesioth Breaker	1040	Wa350	Blue	OO–	0%		6	55000	Plesioth Shard x5, Fine Plesio Fin x4, Hvy Plesio Fang x3, Fucium Ore x6	8
 Verde Plesioth Heat	1092	Wa480	Blue	OO–	0%		6	65000	G.Plesio Shard x5, Hrd Ples Webbing x3, Uber Plesio Head x1, Eltalite Ore x5	8
 Green Ronperagon	1196	Wa580	Blue	OO–	0%		7	75000	Drenched Pleura x2, Fine G.Plesi Fin x5, Lagiacrus Shard x4, Meldspar Ore x5	9
 Fang Hammer "Echo"	988	Wa180	Blue	O––	0%	7		25500	Sturdy Fang+ x1, Mohran Carapace x5, Bathycite Ore x3	4
 Fang Hammer "Ruin"	1040	Wa210	Blue	OO–	0%	9		42000	Mohran Brace+x2, Bathycite Ore x10, G.Agnak Claw+ x3	7

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Hammer		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Jhen Mohran Hammer	1248	Wa350	White	OOO	0%		DLC	130000	Deific Fang x3, Mohran Allbrace x2, Mohran Rockskin x4, Earth Drgnsphire x1	10
	Binding Bludgeon	676	Para. 150	Green	O– –	0%	5	2	12800	Volvidon Shell x4, Volvi Rickrack x2, Paralysis Sac x2, Machalite Ore x4	3
	Armored Gogue	780	Para. 200	Green	O– –	0%	8	4	20500	Volvidon Claw+ x3, Sharpened Fang x10, Duram Carapace x4, Stoutbone x4	5
	Armored Megagogue	1144	Para. 220	Blue	OO–	0%		6	50000	Volvidon Cortex x6, Omniplegia Sac x4, Meldspar Ore x5, Purecrystal x1	8
	Vortex Hammer (Buy)	676	Li100	Green	O– –	0%	4	2	14250	Lagiacrus Horn x2, Lagiacrus Claw x4, Lagiacrus Hide x4, Monster Bone+ x2	3
	Vortex Hammer	676	Li100	Green	O– –	0%	4	2	9500	Lagiacrus Horn x2, Lagiacrus Claw x2, Lagiacrus Hide x3, Monster Bone+ x1	3
	Vortex Hammer+	780	Li140	Green	O– –	0%	9	3	15500	Lagiacrus Horn x3, Shell Shocker x3, Lagiacrus Plate x1, Monster Keenbone x2	4
	High Vortex Hammer	884	Li180	Green	O– –	0%	8	4	22000	Lagiacrus Hide+ x4, Lagiacrus Scale+ x5, Wyvern Stone x2	5

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Hammer	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Vortical Hammer	988	Li200	Blue	O−−	0%	8	5	30000	Shell Shocker+ x5, Monster Bone+ x10, Agnaktor Fin+ x3	5
 Vortastrophe	1040	Li230	Blue	O−−	5%	9	5	40000	Lagiacrus Claw+ x4, Lagiacrus Horn+ x2, Lagia Sapphire x1, Nargacuga Fang+ x2	6
 Lagio Voltega (Buy)	1196	Li280	Blue	OO−	5%		7	112500	Lagiacrus Talon x7, Deathly Shocker x6, I.Lagi D-Shocker x6, Lagiacrus Mantle x1	9
 Lagio Voltega	1196	Li280	Blue	OO−	5%		7	7500	Lagia Hardhorn x2, Lagiacrus Piel x4, I.Lagi Shard x4, I.Lagi Hardhorn x2	9
 Lagio Vortivolte	1300	Li320	White	OO−	10%		7	105000	I.Lagi D-Shocker x4, Lagiacrus Shard x5, Lagiacrus Mantle x1, R.Duram Hardtail x3	9
 Frozen Core	676	Ic150	Green	−−−	0%	4	1	8750	Isisium x3, Ice Crystal x10, Machalite Ore x10	3
 Cocytus	832	Ic210	Green	O−−	5%	8	4	24500	Gracium x8, Carbalite Ore x10, Freezer Sac x3	5
 Pykrete Punisher	1144	Ic400	Blue	O−−	5%		6	60000	Gracium x10, Purecrystal x2, J.Barroth Chine x5	8

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Hammer		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Plume Flint	572	Fi80	Green	–––	0%	3	1	5300	Qurupeco Feather x3, Flintstone x1, Monster Bone L x2	2
	Peco Flint	728	Fi140	Green	O––	15%	6	3	12400	Vivid Feather x2, Flintstone x3, Inferno Sac x1	4
	Peco Igniter	1144	Fi240	Blue	O––	25%		6	55000	Peco Fellwing x3, Qurupeco Shard x5, Monster Slogbone x2, Quality Flint x2	8
	Peco Lectro	832	Li220	Green	OO–	5%	7	4	17500	C.Peco Wing x3, Voltstone x3, Thunder Sac x2	4
	Peco Lightning	988	Li300	Blue	OO–	10%	9	5	30000	C.Peco Scale+ x5, C.Peco Wing x5, Rugged Pleura x2, Monster Hardbone x4	6
	Peco Lectrocution	1092	Li380	White	OO–	15%		6	55000	C.Peco Fellwing x2, C.Peco Shard x5, Alluring Beak x1, High Voltstone x2	8
	Red Bludgeon (Buy)	728	Fi120	Green	O––	0%	5	2	18000	Rathalos Shell x5, Rath Marrow x1, Flintstone x2, Rathalos Tail x2	3
	Red Bludgeon	728	Fi120	Green	O––	0%	5	2	12000	Rathalos Shell x4, Rath Marrow x1, Firestone x3	3

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Hammer		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Red Bludgeon+	780	Fi160	Green	O––	0%	6	3	21000	Rathalos Scale x5, Inferno Sac x2, Rathalos Plate x2	4
	Huracan Hammer	936	Fi200	Green	O––	0%	8	4	32000	Rathalos Carapace x6, Rath Medulla x2, Firecell Stone x3	5
	Huracan Blueblaze	1092	Fi220	Blue	O––	5%	9	5	41000	A.Rath Scale+ x6, A.Rath Carapace x4, Rathalos Ruby x1, Firecell Stone x4	6
	Rathalos Martesta	1196	Fi240	White	O––	5%		7	70000	A.Rathalos Shard x5, A.Rath Cortex x4, Rath Ripper x4, Conflagrant Sac x3	9
	Rathalos Blueblazon	1248	Fi260	White	O––	5%		7	75000	A.Rath Cortex x5, A.Rathalos Lash x2, Rathalos Mantle x1, Allfire Stone x4	9
	Leonid Starcrusher	1352	Fi300	White	O––	5%		8	115500	S.Rath Cortex x10, Rath Gleem x6, Rathalos Mantle x1, S.Rathalos Lash x2	10
	Leonid Starcrusher	1352	Fi300	White	O––	5%		8	77000	S.Rath Cortex x6, Rath Gleem x3, Rathalos Mantle x1	10
	Svarog Starsmasher	1404	Fi320	White	O––	5%		8	120000	S.Rathalos Shard x6, Gushing Magma x8, S.Rathalos Lash x2, Rathalos Mantle x1	10

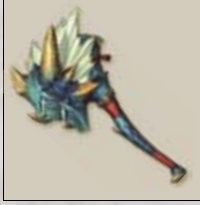
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From the Library of Hao Feng

Hammer		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Dios Tailhammer (Buy)	936	Slime 200	Green	O––	0%	8	4	36000	Brach Carapace x5, Brach Ebonshell x3, Brach Scalp x2, Brachydios Tail x1	5
	Dios Tailhammer	936	Slime 200	Green	O––	0%	8	4	24000	Brach Ebonshell x4, Brachydios Tail x1, Mystery Slime x5	5
	Dios Tailhammer+	1092	Slime 240	Blue	O––	0%	9	5	37000	Brach Pounder x2, Brach Carapace x4, Brachydios Gem x1, S.Uragaan Scute x3	6
	Demolition Hammer	1248	Slime 300	Blue	O––	0%		7	75000	Brach Cortex x4, Brach Ebonshell+ x3, Brach Scalp+ x1, Meldspar Ore x4	9
	Novagio Demolisher	1352	Slime 340	White	O––	0%		7	90000	Glowing Slime x8, Brach Pounder+ x3, Brach Pallium x1, S.Zin Dragnshell x3	9
	Numbingbird (Buy)	624	Para. 140	Green	–––	0%	4	1	13950	Gobul Spike x2, Paralysis Sac x4, Gobul Lantern x1, Vivid Feather x2	3
	Numbingbird	624	Para. 140	Green	–––	0%	4	1	9300	Qurupeco Feather x3, Gobul Spike x2, Gobul Lantern x1	3
	Paralykeet	676	Para. 170	Green	–––	0%	5	2	12400	Vivid Feather x3, Paralysis Sac x3, Vivid Fluid x3	3

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From the Library of Hao Feng

Hammer	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Alluring Lotus	728	Para. 200	Green	–––	0%	6	3	16800	Qurupeco Wing x6, Gobul Spike x3, Gobul Lantern x3	4
 Plegia Bocciolo	832	Para. 220	Green	O––	0%	8	4	26400	Qurupeco Wing x6, Gobul Spike x3, Gobul Lantern x3	5
 Plegia Fior	936	Para. 260	Blue	O––	10%		6	52000	C.Peco Shard x4, Gobul Surspike x3, Gobul Piel x4, Omniplegia Sac x10	8
 Plegia Fantasia	988	Para. 300	Blue	O––	10%		7	70000	C.Peco Fellwing x3, Fine Gobul Fin x3, Gobul Beacon x2, Lagiacrus Piel x3	9
 Usurper's Thunder (Buy)	884	Li240	Green	O––	0%	9	4	37500	Zinogre Horn+ x2, Zinogre Carapace x4, Zin Electrofur x3, Zinogre Tail x1	5
 Usurper's Thunder	884	Li240	Green	O––	0%	9	4	25000	Zinogre Horn+ x1, Zinogre Carapace x3, Zin Electrofur x2	5
 Despot's Crackle	1040	Li280	Blue	O––	0%	9	5	38000	Zinogre Shocker+ x4, Zinogre Jasper x1, l.Lagi Hide+ x4	6
 Oppressor's Sway	1196	Li350	Blue	O––	0%		7	80000	Zinogre Hardhorn x2, Zinogre Cortex x5, Zin Electrofur+ x4, Zin Skymerald x1	9

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From the Library of Hao Feng

Hammer		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Nether Warhammer (Buy)	1248	Li400	Blue	O––	0%		HR70	148500	A.Lagi Shard x12, Zin Skymerald x1, A.Lagi D-Shocker x5, A.Lagi Dynamo x1	10
	Nether Warhammer	1248	Li400	Blue	O––	0%		HR70	99000	A.Lagi Piel x4, A.Lagi D-Shocker x6, Lagiacrus Mantle x1, Lagia Hardhorn x2	10
	Nether Jarngrolnir	1300	Li460	White	O––	0%		HR70	140000	Zinogre Cortex x10, A.Lagi Hardhorn x3, A.Lagi Dynamo x1, S.Zin Skymerald x1	10
	Brimstren Drakemaw	1248	Dr230	White	O––	0%		7	90000	S.Zinogre Lash x1, S.Zin Dragonhair x5, Dracophage Bug x4, S.Zin Cortex x4	9
	Stygian Industria	1352	Dr280	White	O––	0%		7	110000	S.Zinogre Talonx4, S.Zin Dragnshell x4, S.Zin Skymerald x1, S.Zin Hardhorn x2	9
	Bone Hammer (Buy)	416	(Pois. 50)	Yellow	–––	0%	1	1	750	Mystery Bone x2, Bone x2	1
	Bone Hammer+	468	(Pois. 70)	Yellow	–––	0%	1	1	1500	Monster Bone S x5, Carpenterbug x1	1
	Bone Bludgeon (Buy)	572	(Pois. 100)	Yellow	O––	0%	3	1	5250	Killer Beetle x3, Rhenoplos Shell x3, Monster Bone L x5	2

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From the Library of Hao Feng

Hammer	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Bone Bludgeon	572	(Pois. 100)	Yellow	O– –	0%	3	1	3500	Monster Bone L x2, Rhenoplos Shell x5, Killer Beetle x3	2
 Bone Bludgeon+	624	(Pois. 130)	Green	O– –	0%	4	1	7000	Monster Bone+ x2, Jumbo Bone x3, Monster Bone M x2	3
 Jupiter's Sphere	780	(Wa80)	Green	O– –	0%	5	2	11500	Duram Tailcasex3, Duramboros Horn x2, Duram Mossplate x2, Duram Tailbone x1	3
 Duramboros Fellmace	884	(Wa110)	Green	O– –	0%	8	4	25500	Duram Tailcase+ x3, Duramboros Horn+ x2, Duramboros Hump x3, Fucium Ore x3	5
 Archambra Fellmace	1092	(Wa200), Def+5	Blue	OO–	0%		6	50000	Duram Hardtail x3, Heavy Mossplate x4, Duram Sacrum x1, Lrg Wyvern Stone x1	8
 Archambra Fellmace+	1248	(Wa250), Def+10	White	OO–	0%		6	60000	Duram Hardhorn x2, Duram Cortex x5, Marbled Hump x2, Durambolite x1	8
 Archambra Resurgence	1404	(Wa280), Def+15	White	OO–	0%		7	70000	Duram Hardtail x4, Marbled Hump x3, Flutterfly x3, Diablos Chine x3	9
 Hidden Breaker (Buy)	936	(Pois. 100)	Blue	O– –	15%	9	5	43500	Nargacuga Pelt+ x8, Nargacuga Scale+ x5, Narga Medulla x1, Monster Bone L x6	6

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From the Library of Hao Feng

Hammer		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Hidden Breaker	936	(Pois. 100)	Blue	O––	15%	9	5	29000	Nargacuga Pelt+ x6, Nargacuga Scale+ x3, Nargacuga Fang+ x3	6
	Hidden Breaker+	988	(Pois. 120)	Blue	O––	20%	9	5	39000	Nargacuga Scale+ x5, Narga Tailspike x4, Narga Medulla x2, Monster Keenbone x3	6
	Night Eternal	1144	(Pois. 150)	White	O––	30%		7	75000	Nargacuga Fur x7, Nargacuga Shard x3, Hvy Narga Fang x2, Nargacuga Mantle x1	9
	Virnar Breaker (Buy)	1196	(Pois. 180)	White	O––	30%		7	127500	G.Narga Dapples x7, G.Narga Shard x5, Hvy G.Narga Fang x4, Nargacuga Mantle	9
	Virnar Breaker	1196	(Pois. 180)	White	O––	30%		7	85000	G.Narga Dapples x6, G.Narga Shard x3, Hvy G.Narga Fang x2	9
	Midnight Aeternum	1248	(Pois. 200)	Purple	O––	30%		HR40	135000	Hvy G.Narga Fang x5, G.Narga Shard x5, Cloudy Moonshard x1, L.Narga Dapples	10
	Ludroth Bone Mace	520	(Wa80)	Yellow	–––	0%	2	1	3500	Immature Sponge x2, Hydro Hide x2, Carpenterbug x2, Monster Bone S x3	1
	Ludroth Bone Maul	572	(Wa100)	Yellow	–––	0%	2	1	5600	Monster Bone M x4, Immature Sponge x5, Carpenterbug x3	1

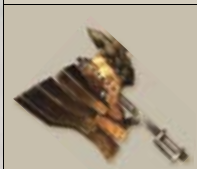
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Hammer	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Ludroth Splashhammer (Buy)	624	Wa120	Green	–––	0%	3	1	11250	R.Ludroth Crest x3, Spongy Hide x5, Hydro Hide x8, Monster Bone L x3	2
 Ludroth Splashhammer	624	Wa120	Green	–––	0%	3	1	7500	Spongy Hide x3, R.Ludroth Claw x2, R.Ludroth Crest x1, Aqua Sac x2	2
 Vodyanoy Hammer	676	Wa150	Green	O––	0%	4	2	12500	Spongy Hide x3, Shell Shocker x2, Aqua Sac x4	3
 Lorelei	988	Wa430	Blue	O––	0%	9	5	45000	I.Lagi Hide+ x5, G.Agnak Claw+ x4, R.Ludroth Crest+ x2, Wyvern Stone x5	8
 Bewitched Venodroth	728	Pois. 250	Green	O––	0%	6	3	15500	Plum Spongy Hide x5, R.Ludroth Crest+ x4, Torrent Sac x5	4
 Violet Venodroth	988	Pois. 350	Green	O––	0%	9	5	28000	P.Ludroth Scale+ x5, P.Ludroth Claw+ x4, B.Diablos Ridge+ x2, Monster Hardbone x4	6
 Dire Envenodroth	1248	Pois. 460	Blue	O––	0%		6	55000	Plum Spongy Piel x5, P.Ludroth Talon x4, Chic Crest x4, Monster Slogbone x2	8
 Carapace Hammer	728	(Pois. 150), Def+8	Green	–––	-5%	4	1	10000	Barroth Scalp x2, Barroth Shell x3, Rhenoplos Scalp x2, Monster Bone+ x2	3

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Hammer		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Carapace Hammer+	832	(Pois. 180), Def+10	Green	–––	-5%	5	2	14500	Barroth Ridge x3, Uragaan Scute x2, Mega Demondrug x1	3
	Barroth Hammer	884	(Pois. 210), Def+15	Green	–––	-5%	7	4	18000	Volvi Carapace x2, Barroth Ridge+ x3, Barroth Claw+ x3	4
	Barroth Martello	1040	(Pois. 230), Def+18	Blue	O––	-5%	8	4	20000	Barroth Scalp x3, Barroth Claw+ x4, Duram Tailcase+ x4	5
	Barroth Basher	1248	(Pois. 250), Def+22	White	O––	-10%		6	45000	Barroth Cortex x5, Barroth Chine x4, Barroth Talon x3	8
	Barroth Grandbasher	1456	(Pois. 280), Def+25	White	O––	-10%		7	60000	Barroth Crown x2, Barroth Cortex x8, Diablos Hardtail x3, Monster Slogbone x3	9
	Ice Crusher (Buy)	936	Ic120	Green	–––	0%	8	4	30000	J.Barroth Ridge+ x4, J.Barr Carapace x5, Frozen Glob x4, Monster Hardbone x3	5
	Ice Crusher	936	Ic120	Green	–––	0%	8	4	20000	J.Barroth Scalp x2, J.Barr Carapace x3, Frozen Glob x3, Brilliant Fluid x4	5
	Ice Obliterator	1040	Ic150	Blue	–––	0%	9	5	30000	J.Barr Carapace x3, J.Barroth Ridge+ x5, J.Barroth Claw+ x4, Dewy Pleura+ x2	6

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Hammer	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Barroth Viseberg	1196	Ic200	Blue	–––	0%		6	45000	J.Barroth Crown x2, J.Barroth Cortex x3, Frozen Glob x8	8
 Barroth Ravinemaker	1404	Ic220	Blue	–––	0%		7	60000	J.Barroth Cortex x3, J.Barroth Chine x5, J.Barroth Talon x4, Drenched Pleura x3	9
 Brazenclout (Buy)	936	(Slime 150), Def+12	Green	–––	0%	8	4	36750	Uragaan Scale+ x5, Uragaan Carapace x5, Firecell Stone x3, Uragaan Jaw x1	5
 Brazenclout	936	(Slime 150), Def+12	Green	–––	0%	8	4	24500	Uragaan Carapace x2, Uragaan Scale+ x5, Monster Hardbone x4	5
 Gigas Hammer	1248	(Slime 300), Def+20	Green	–––	-10%	9	5	31000	Uragaan Jaw x2, Uragaan Scute x5, A.Rath Carapace x4, Uragaan Ruby x1	6
 Grongigas Hammer	1508	(Slime 400), Def+25	Blue	O––	-15%		7	80000	Uragaan Cortex x2, Uragaan Shard x5, Uragaan Jaw+ x3, Uragaan Pallium x1	9
 Meltroknuckle	1196	Fi150, Def+15	Blue	–––	-5%	9	5	35000	S.Uragaan Maw x1, S.Urag Carapace x2, S.Uragaan Scale+ x2, Monster Keenbone x4	6
 Uragantic Hammer	1352	Fi200, Def+17	Blue	–––	-10%		7	70000	S.Uragaan Jaw+ x3, S.Uragaan Scute+ x2, Uragaan Pallium x1, Monster Slogbone x4	9

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Hammer		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Uragantuan Hammer	1508	Fi250, Def+20	Blue	–––	-20%		7	80000	S.Uragaan Jaw+ x3, S.Uragaan Cortex x8, Uragaan Pallium x1, Brach Pounder+ x2	9
	Bull Hammer	676	(Wa50)	Yellow	–––	0%	6	2	5000	Bullfango Pelt x2, Bird Wyvern Fang x5, Bone x3	3
	Bull Head Hammer	728	(Wa70)	Yellow	O––	0%	6	2	8800	Bullfango Pelt x2, Bullfango Tusk x2, Jumbo Bone x3, Barioth Pelt x3	3
	Bull Tusk Hammer	832	(Wa90)	Green	OO–	0%	6	3	12500	Bullfango Pelt x5, Bullfango Tusk x4, Bullfango Head x1, King Scarab x5	4
	Gaiasp (Buy)	624	(Li150)	Yellow	O––	0%	4	1	9999	Lightcrystal x2, Pelagicite Ore x10, Monster Fluid x5	3
	Gaiarch	728	(Li180)	Green	OO–	0%	5	2	20000	Firestone x4, Dragonite Ore x8, Rathian Shell x3	3
	Great Gaiarch	884	(Li200)	Green	OO–	0%	7	4	30000	Bathycite Ore x10, Dragonbone Relic x2, Wyvern Stone x2	4
	Mother Gaiarch	1144	(Li230)	Blue	OOO	0%		6	45000	Purecrystal x2, Dragonbone Relic x4, Lrg Wyvern Stone x1	8

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Hammer	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Gaia Horizon	1300	(Li300)	White	○○○	0%		7	60000	Purecrystal x5, Dragonbone Relic x6, Lrg Wyvern Stone x3, S.Uragaan Cortex x3	9
 Rusted Hammer (Polish)	520	(Dr100)	Orange	–––	-70%	4	1	-1000	Rustshard (Polished)	3
 Tarnished Hammer	520	(Dr100)	Yellow	–––	-70%	1	1	5000	Earth Crystal x20, Monster Fluid x5	3
 Breath Core Hammer	728	Dr280	Green	–––	0%	5	2	20000	Earth Crystal x40, Frost Sac x2, Flame Sac x2	3
 Lava Core Hammer	832	Dr310	Green	–––	0%	7	5	35000	Earth Crystal x60, ElderDragonBlood x3, Dragonbone Relic x2	4
 Crust Core Hammer	936	Dr330	Blue	–––	0%	8	5	50000	Earth Crystal x80, ElderDragonBlood x5, Firecell Stone x3	5
 Lobstrosity (Buy)	780	Slp. 200	Blue	○––	0%	8		25500	Lrg Lobstershell x2, Plesioth Fin+ x4, Duram Tailcase+ x3, Coma Sac x5	5
 King Lobstrosity	884	Slp. 250	Blue	○––	0%	9		36000	Plesioth Webbing x4, G.Agnak Hide+ x5, Nibel Carapace x5, Lrg Lobstershell x4	6

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Hammer		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Royal Lobstrosity	1040	Slp. 280	White	OO–	0%		6	75000	Uber Plesio Head x1, Hvy Plesio Fang x5, Eltalite Ore x5, Lrg Lobstershell x6	8
	Devil's Due	1144	(Dr120)	Green	O––	5%	9	5	48000	Deviljho Talon x3, Deviljho Hide x4, Deviljho Fang x6, S.Uragaan Scute x2	6
	Devil's Crush	1248	(Dr150)	Blue	O––	5%		6	85000	Deviljho Scale x6, Deviljho Saliva x5, Deviljho Gem x1, Conqueror's Seal x1	8
	Nero's Chaos	1404	(Dr190)	Blue	O––	10%		7	125000	Deviljho Shard x6, Deviljho Ripper x3, Deviljho Crook x1, Dracophage Bug x5	9
	Alatreon Hammer (Buy)	988	Dr400	White	–––		9	DLC	75000	Blackcurl Horn x1, Alatreon Talon x6, Alatreon Scute x4, ElderDragonBlood x3	7
	Alatreon Metamorph	1092	Dr450	Purple	–––			DLC	100000	Conqueror's Seal x3, Alatreon Ripper x3, Alatreon Mantle x4, Azure Dragongem x1	10
	Altheos Morphexo	1196	Dr500	Purple	–––			DLC	150000	Conqueror's Seal x5, Skyswayer x3 x3, Alatreo Diretail x2, Azure Drgnsphire x1	10
	Worn Hammer (Buy)	572	(Dr100)	Yellow	–––	-70%		6	-1000	Ancient Shard (Polished)	8

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Hammer	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Weathered Hammer	572	(Dr100)	Yellow	–––	-70%		6	5000	Earth Crystal x30, Monster Essence x5, Commendation x2	8
 Pulsating Core	1040	Dr300	Blue	–––	-5%		7	50000	Earth Crystal x70, Dragonbone Relic x3, Allfire Stone x3	9
 Meteoric Core	1248	Dr350	White	–––	-5%		7	100000	Earth Crystal x99, Dragonbone Relic x5, Conqueror's Seal x5, S.Zin Cortex x5	9
 Portsmark (Buy)	1196	(Dr280)	White	OOO	20%		8	99999	Elder Dragonbone x4, Conqueror's Seal x3, Lagiacrus Piel x3, Ghostly Quartz x3	10
 Meggido Core (Buy)	1092	Fi500	Blue	–––			8	120000	Miralis Smelter x2, Miralis Fireback x5, Gushing Magma x1, ElderDragonBlood x5	10
 The Anteferno	1144	Fi600	Purple	–––			8	145000	Miralis Smelter x2, Miralis Scale x5, Dire Dragongem x1, Elder Dragonbone x5	10

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Hunting Horn	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	NOTES	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Metal Bagpipe (Buy)	414	(Ic50), Def+8	Yellow	O−−	0%		1	1	1500	Machalite Ore x1, Earth Crystal x2, Carpenterbug x1	1
 Metal Bagpipe+	460	(Ic80), Def+8	Yellow	O−−	0%		2	1	2200	Machalite Ore x3, Earth Crystal x4, Screamer x1	1
 Great Bagpipe	506	(Ic100), Def+10	Green	O−−	0%		3	1	4800	Earth Crystal x8, Pelagicite Ore x3, Screamer x3	2
 Heavy Bagpipe	690	(Ic120), Def+10	Green	O−−	-10%		5	2	8500	Dragonite Ore x8, Iron Ore x20, Duramboros Shell x2	3
 Heavy Bagpipe+	782	(Ic150), Def+12	Green	O−−	-10%		7	4	15000	Carbalite Ore x4, Dragonite Ore x10, Wonderful Beak x2, Volvi Carapace x3	4
 Fortissimo	828	(Ic200), Def+15	Green	O−−	-5%		8	4	25000	Fucium Ore x10, Carbalite Ore x15, Freezer Sac x2, Nibelsnarf Scalp x3	5
 Rinforzato	1012	(Ic250), Def+15	White	OOO	-5%			6	65000	Fucium Ore x10, Eltalite Ore x15, Meldspar Ore x2, Screamer x20	8
 Usurper's Growl (Buy)	828	Li200	Green	O−−	0%		9	4	37500	Zinogre Horn+ x2, Zinogre Carapace x4, Zin Electrofur x3, Zinogre Claw+ x2	5

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From the Library of Hao Feng

Hunting Horn	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	NOTES	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Usurper's Growl	828	Li200	Green	O––	0%		9	4	25000	Zinogre Horn+ x1, Zinogre Carapace x3, Zinogre Tail x2	5
 Despot's Thunderclap	874	Li240	Blue	O––	0%		9	5	38000	Zinogre Shocker+ x4, Zinogre Claw+ x2, Zinogre Jasper x1, l.Lagi Hide+ x4	6
 Brimstren Drakesong	1058	Dr280	White	O––	0%			7	90000	S.Zin Hardhorn x2, S.Zin Cortex x4, S.Zinogre Lash x2	9
 Stygian Tristitia	1150	Dr320	White	O––	0%			7	110000	S.Zin Dragnshell x4, S.Zin Dragonhair x5, S.Zin Skymerald x1, l.Lagi Piel x4	9
 Hidden Harmonic (Buy)	920	(Pois. 200)	Blue	O––	20%		9	5	43500	Nargacuga Pelt+ x5, Narga Razor x4, Narga Tailspike x4, Narga Medulla x1	6
 Hidden Harmonic	920	(Pois. 200)	Blue	O––	20%		9	5	29000	Nargacuga Pelt+ x4, Narga Razor x3, Narga Tailspike x3	6
 Cry in the Night	966	(Pois. 220)	White	O––	30%			7	85000	Nargacuga Shard x6, Narga Razor+ x4, Nargacuga Lash x2, Nargacuga Mantle x1	9
 Eclipse Tone	1058	(Pois. 240)	Purple	O––	40%			HR40	135000	L.Narga Dapples x6, L.Narga Razor x4, L.Narg Tailspear x4, Cloudy Moonshard x1	10

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From the Library of Hao Feng

Hunting Horn	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	NOTES	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Sandpipe	552	(Ic250)	Green	O– –	-30%		3	1	10000	Barroth Scalp x1, Barroth Claw x3, Barroth Tail x1, Iron Ore x7	2
 Sandcrier	690	(Ic300)	Green	O– –	-30%		5	2	14500	Barroth Ridge x3, Barroth Claw x5, Uragaan Scale x5	3
 Sandscreecher	920	(Ic340)	Green	O– –	-25%		8	4	20000	Barroth Ridge+ x5, Barroth Claw+ x3, Uragaan Scale+ x5, Carbalite Ore x8	5
 Sandsinger	1104	(Ic440)	Blue	OO–	-25%			6	50000	Barroth Cortex x5, Barroth Chine x5, Barroth Talon x3, Eltalite Ore x10	8
 Sandsoother	1242	(Ic480)	White	OO–	-25%			7	60000	Barroth Crown x5, Barroth Chine x5, Uragaan Shard x4, Meldspar Ore x10	9
 Ice Kazoo	782	Ic100	Green	O– –	-10%		7	4	18000	J.Barroth Scalp x3, J.Barroth Claw+ x5, J.Barroth Tail x1	4
 Glacial Kazoo	874	Ic160	Blue	O– –	-15%		8	4	20000	J.Barroth Ridge+ x5, Barioth Carapace x3, Frozen Glob x3, Freezer Sac x2	5
 Frost Groaner	1058	Ic200	Blue	O– –	-15%			6	50000	J.Barroth Cortex x5, J.Barroth Talon x3, Frozen Glob x5	8

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Hunting Horn	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	NOTES	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Frost General	1196	Ic240	White	O––	-15%			7	60000	J.Barroth Chine x5, J.Barroth Crown x2, Cryo Sac x3, Drenched Pleura x3	9
 Agnakdion (Buy)	828	Fi190	Green	OO–	5%		8	5	39000	Agnak Carapace x4, Agnaktor Hide+ x6, Carbalite Ore x7, Firecell Stone x3	5
 Agnakdion	828	Fi190	Green	OO–	5%		8	5	26000	Agnak Carapace x3, Agnaktor Hide+ x5, Carbalite Ore x5	5
 Brandoneon	920	Fi260	Blue	OO–	5%		9	5	37000	Scalding Pleura+ x3, Agnaktor Fin+ x4, Firecell Stone x4, S.Uragaan Scute x3	6
 Scaldertina	1104	Fi350	Blue	OOO	10%			7	95000	Agnaktor Cortex x3, Agnaktor Piel x5, Scorching Pleura x5, Allfire Stone x5	9
 Qurupeco Horn (Buy)	460	Fi200	Yellow	O––	0%		3	1	7950	Strange Beak x2, Flintstone x3, Qurupeco Scale x8, Monster Bone L x2	2
 Qurupeco Horn	460	Fi200	Green	O––	0%		3	1	5300	Strange Beak x1, Qurupeco Feather x5, Monster Bone M x3, Screamer x1	2
 Qurupeco Trumpet	552	Fi300	Green	O––	0%		5	2	9500	Strange Beak x3, Vivid Feather x3, Monster Bone+ x3, Scalding Pleura x2	3

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Hunting Horn	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	NOTES	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Qurupeco Honker	736	Fi360	Green	O––	0%		8	5	17400	Wonderful Beak x3, Qurupeco Wing x7, Monster Keenbone x5, Agnaktor Fin+ x4	5
 Magnifico Trumpet	920	Fi420	White	O––	0%			6	45000	Alluring Beak x1, Lustrous Feather x5, Massive Bone x3, Screamer x20	8
 Imperilude	1012	Fi480	White	O––	0%			6	55000	Peco Fellwing x3, Qurupeco Shard x5, Conflagrant Sac x3, Lrg Wyvern Stone x2	8
 Type 63 Warmonica	736	Wa180, Def+10	Green	O––	0%		7	3	21000	Nibelsnarf Shell x4, Gobul Fin+ x2, Nibelsnarf Claw x3, Isisium x5	4
 Snarfonix	874	Wa220, Def+15	Blue	O––	0%		8	4	26000	Nibel Carapace x4, Nibelsnarf Hide+ x3, Brilliant Fluid x3, Nibelsnarf Claw+ x3	5
 Soldier's Snarfonica	1058	Wa300, Def+20	White	O––	0%			6	60000	Nibelsnarf Talon x3, Nibelsnarf Scalp x5, Nibelsnarf Piel x5, Purecrystal x3	8
 Bone Horn (Buy)	368	(Pois. 50)	Yellow	–––	0%		1	1	1500	Mystery Bone x2, Bird Wyvern Fang x2, Monster Fluid x1	1
 Bone Horn+	414	(Pois. 80)	Yellow	O––	0%		1	1	2100	Monster Bone S x3, Bird Wyvern Fang x5, Exciteshroom x1	1

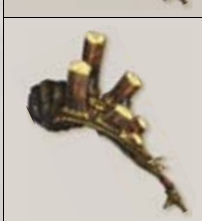
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Hunting Horn	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	NOTES	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Hunter's Horn	506	(Pois. 120)	Green	O−−	0%	♪◗♪	3	1	4000	Monster Bone M x3, Pelagicite Ore x4, Dragon Toadstool x5	2
 Hunter's Horn+	644	(Pois. 150)	Green	OO−	0%	♪◗♪	5	2	7800	Monster Bone+ x5, Diablos Marrow x1, Hercudrome x5	3
 Swell Shell (Buy)	690	(Wa200)	Green	OO−	5%	♪◗♪	6		22500	Torrent Sac x3, Humspun Conch x5, Carbalite Ore x5	4
 Swell Shell	690	(Wa200)	Green	OO−	5%	♪◗♪	6		15000	Humspun Conch x5, Monster Keenbone x4, Earth Crystal x15, Lightcrystal x5	4
 Vertex Shell	782	(Wa240)	Blue	OO−	5%	♪◗♪	8		22000	Humspun Conch x8, Brilliant Fluid x3, Lightcrystal x10, Diablos Medulla x1	5
 Turban Shell	1012	(Wa380)	Blue	OOO	10%	♪◗♪		6	55000	Humspun Conch x12, Dazzling Fluid x5, Purecrystal x2, Fine Plesio Fin x2	8
 Zurogong Primo	552		Yellow	−−−	0%	♪◗♪	2	1	3100	Arzuros Pelt x2, Arzuros Brace x1, Machalite Ore x3	1
 Zurogong Secundo	598		Yellow	−−−	0%	♪◗♪	3	1	7600	Arzuros Pelt x5, Sharpened Fang x8, Pelagicite Ore x5	2

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Hunting Horn	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	NOTES	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Zurogong Tertio	874		Blue	O––	0%		7	3	15400	Arzuros Pelt+ x5, Arzuros Brace+ x3, Volvi Carapace x5, Avian Finebone x8	4
 Bariguiro (Buy)	644	Ic150	Green	–––	10%		5	2	13800	Barioth Shell x5, Barioth Spike x5, Amber Tusks x3, Barioth Pelt x4	3
 Bariguiro	644	Ic150	Green	–––	10%		5	2	9200	Barioth Shell x4, Barioth Spike x4, Amber Tusks x2, Barioth Pelt x2	3
 Algiguiro	828	Ic220	Blue	–––	10%		8	4	25500	Barioth Carapace x4, Amber Tusks+ x2, Barioth Pelt+ x2	5
 Frigiguiro	1058	Ic340	White	–––	15%			7	65000	Barioth Cortex x3, Barioth Spike x10, Cryo Sac x4, Fine G.Agnak Fin x5	9
 Brazengaita	690	(Fi180), Def+15	Green	O––	0%		5	2	12400	Uragaan Jaw x1, Uragaan Scute x6, Uragaan Scale x3, Dragonite Ore x3	3
 Gigas Gaita	874	(Fi200), Def+20	Green	O––	0%		8	4	21500	Uragaan Carapace x5, Uragaan Ruby x1, Barroth Carapace x5	5
 Archgigas Gaita	1196	(Fi240), Def+25	White	OO–	0%			7	80000	Uragaan Jaw+ x3, Uragaan Shard x5, Uragaan Pallium x1, Meldspar Ore x5	9

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Hunting Horn	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	NOTES	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Droth Drone	506	Wa120	Green	O−−	0%		3	1	7500	Spongy Hide x3, R.Ludroth Scale x3, R.Ludroth Claw x3, Thunderbug x4	2
 Droth Drone+	644	Wa150	Green	O−−	0%		5	2	12500	R.Ludroth Crest x3, Aqua Sac x2, Monster Bone+ x3, Twisted Horn x2	3
 Droth Roar	920	Wa220	Blue	O−−	0%		8	4	21400	Spongy Hide+ x3, R.Ludroth Scale+ x5, Nibelsnarf Claw+ x3, Brilliant Fluid x3	5
 Black Coffin (Buy)	506	Pois. 260	Green	O−−	0%		4	2	13800	Venom Gland x4, Uncanny Hide x6, Monster Bone M x4, Poison Sac x8	3
 Black Coffin	506	Pois. 260	Green	O−−	0%		4	2	9200	Uncanny Hide x4, Gigginox Claw x3, Venom Gland x3, Monster Bone L x1	3
 Shadow Coffin	644	Pois. 320	Green	O−−	0%		7	4	17500	Gigginox Hide+ x5, Fearsome Maw x3, Toxin Sac x3, Unknown Skull x6	4
 Darkest Coffin	1012	Pois. 420	White	O−−	0%			6	65000	Nightmarish Maw x2, Gigginox Piel x4, Gigginox Talon x3, Foul Venom Gland x3	8
 Bloodstopper	828	Para. 200	Green	OO−	15%		8	4	23000	Uncanny Hide+ x4, B.Giggi Hide+ x4, B.Giggi Claw+ x3, Diablos Ridge x3	5

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Hunting Horn	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	NOTES	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Bloodcurtler	874	Para. 240	Blue	OO–	15%			6	60000	B.Giggi Piel x6, B.Giggi Talon x4, Volvidon Talon x3, Purecrystal x1	8
 Bloodfreezer	966	Para. 280	White	OO–	15%			6	65000	B.Giggi Talon x5, Gobul Surspike x5, Nightmarish Maw x1, Lrg Wyvern Stone x2	8
 Vicello Nulo (Buy)	414		Yellow	–––	0%		1	1	3000	Ice Crystal x2, Bnahabra Shell x4, Bnahabra Wing x2	1
 Vicello Unu	460		Green	O––	0%		3	1	4700	Bnahabra Shell x4, Big Fin x3, Killer Beetle x4, Pelagicite Ore x2	2
 Vicello Nulo (W)	552	Ic250	Green	OO–	0%		5	2	7000	Bnahabra Wing x4, Lagombi Claw x4, Frost Sac x3	3
 Vicello Unu (W)	736	Ic300	Blue	OO–	0%		8	4	21000	Bnaha Carapace x4, Monster Broth x3, Lagombi Claw+ x5, Freezer Sac x3	5
 Vicello Du (W)	920	Ic380	Blue	OO–	0%			6	50000	Bnahabra Cutwing x4, Monster Essence x3, Lagombi Claw+ x4, Fey Wyvern Gem x1	8
 Vicello Nulo (Y)	460	Li300	Green	O––	10%		4	1	7000	Bnahabra Wing x4, Lightcrystal x2, Thunderbug x5	3

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Hunting Horn	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	NOTES	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Vicello Unu (Y)	552	Li460	Blue	OO–	15%	♪◗♪	7	4	18000	Bnaha Carapace x4, Monster Broth x3, Thunderbug x10, Thunder Sac x5	4
 Vicello Du (Y)	966	Li480	White	OO–	15%	♪◗◗		6	50000	Bnahabra Cutwing x4, Monster Essence x3, Purecrystal x2, Fulgurbug x20	8
 Vicello Nulo (G)	414	Para. 250	Yellow	O––	0%	♪◗♪	3	1	4700	Bnahabra Spine x2, Parashroom x5, Monster Bone L x3	2
 Vicello Unu (G)	506	Para. 300	Green	O––	0%	♪◗♪	5	2	7000	Bnahabra Wing x4, Paralysis Sac x2, Hercudrome x5	3
 Vicello Du (G)	690	Para. 340	Green	O––	0%	♪◗♪	8	4	21000	Bnaha Carapace x4, Monster Broth x3, Shell Shocker+ x2, Quality Sac x3	5
 Vicello Tri (G)	828	Para. 380	Blue	O––	0%	♪◗◗		6	50000	Bnahabra Cutwing x4, Monster Essence x3, Volvidon Talon x5, Prized Stomach x3	8
 Valkyrie Chordmaker (Buy)	552	Fi150	Green	OO–	0%	♪◗♪	4	2	9600	Rathian Scale x6, Rathian Shell x4, G.Wroggi Hide x4, Killer Beetle x6	3
 Valkyrie Chordmaker+	690	Fi180	Green	OO–	0%	♪◗♪	7	4	14500	Rathian Spike+ x4, Rathalos Webbing x8, Rathian Plate x1, Rare Scarab x3	4

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Hunting Horn	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	NOTES	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Queen's Chordmaker	782	Fi210	Green	OO–	0%		8	4	27000	Rathian Scale+ x7, Rathian Carapace x5, Rathian Ruby x1, Firecell Stone x3	5
 Coral Chordmaker	1012	Fi240	Blue	OO–	0%			6	60000	P.Rathian Shard x5, P.Rathian Cortex x2, Eltalite Ore x5	8
 Coral Chordmaker+	1104	Fi270	White	OO–	0%			7	70000	Rath Ripper x7, Rathian Surspike x4, Rathian Mantle x1, Scorching Pleura x3	9
 Gold Chordmaker (Buy)	1150	Fi300	White	OO–	0%			8	120000	G.Rathian Shard x8, G.Rathian Cortex x6, Rath Gleem x5, Small Goldenfish x30	10
 Gold Chordmaker	1150	Fi300	White	OO–	0%			8	80000	G.Rathian Shard x6, G.Rathian Cortex x4, Rath Gleem x3, Small Goldenfish x20	10
 Lunar Chordmaker	1196	Fi330	White	OO–	0%			8	115000	G.Rathian Cortex x8, Rathian Mantle x2, Gushing Magma x3, Small Goldenfish x30	10
 Lagia Horn (Buy)	644	Li120	Green	–––	0%		4	2	14250	Lagiacrus Hide x4, Lagiacrus Scale x4, Lagiacrus Tail x1, Gobul Fin x2	3
 Lagia Horn+	782	Li200	Blue	O––	5%		8	4	30000	Lagiacrus Horn+ x2, Lagiacrus Claw+ x5, Shell Shocker+ x3, Monster Hardbone x5	5

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Hunting Horn	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	NOTES	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Lagia Thunderpeal	874	Li240	Blue	O−−	5%		9	5	40000	Lagiacrus Scale+ x5, Shell Shocker+ x4, Lagia Sapphire x1, l.Lagi Hide+ x4	6
 Nether Flute	1150	Li280	White	O−−	5%			HR70	99000	A.Lagi Shard x5, Lagiacrus Flail x3, Lagiacrus Mantle x1, A.Lagi D-Shocker x4	10
 Nether Sinphony	1196	Li320	White	O−−	5%			HR70	140000	A.Lagi Hardhorn x3, A.Lagi D-Shocker x6, A.Lagi Dynamo x1, Zin Skymerald x1	10
 Magia Charm (Buy)	552	Dr360	Green	O−−	0%		6	3	13200	Carbalite Ore x2, Blossom Cricket x2, King Scarab x5	4
 Magia Charmbell	644	Dr560	Green	O−−	0%		7	5	22500	Butterfly Beetle x2, Vivid Fluid x5, Monster Broth x5, ElderDragonBlood x5	5
 Aria Rhota	828	Dr600	White	O−−	0%			7	70000	Flutterfly x3, Dazzling Fluid x8, Maiden Butterfly x2, Monster Essence x5	8
 Dios Bell (Buy)	874	Slime 250	Green	−−−	0%		8	4	36000	Brach Carapace x5, Brach Ebonshell x3, Brachydios Tail x2, Brach Scalp x1	5
 Dios Bell+	920	Slime 300	Blue	−−−	0%		9	5	37000	Brach Ebonshell x2, Mystery Slime x5, Brachydios Gem x1, S.Barioth Claw+ x4	6

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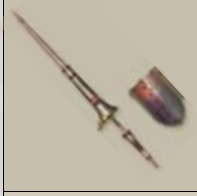
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Hunting Horn	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	NOTES	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Demolition Chime	1150	Slime 320	Blue	–––	0%			7	75000	Brach Cortex x5, Brach Ebonshell+ x4, Brach Scalp x2, Eltalite Ore x5	9
 Timbral Demolisher	1242	Slime 350	White	–––	0%			7	90000	Glowing Slime x8, Brach Pounder+ x2, Brach Pallium x1, S.Uragaan Scute+ x5	9
 Cindervone (Buy)	1012	Fi100, Def+15	Blue	O––	-25%		9	5	48000	S.Uragaan Maw x1, S.Uragaan Scute x6, S.Uragaan Scale+ x5	6
 Scaldrovone	1196	Fi130, Def+18	Blue	O––	-20%			7	70000	S.Uragaan Shard x6, S.Uragaan Cortex x5, S.Uragaan Scute+ x4	9
 Meltrovone	1288	Fi150, Def+20	White	O––	-20%			7	80000	S.Uragaan Jaw+ x2, S.Uragaan Cortex x8, Uragaan Pallium x1, Meldspar Ore x10	9
 Worn Horn (Buy)	506		Orange	–––	-70%			6	-1000	Ancient Shard (Polished)	8
 Weathered Horn	506		Yellow	–––	-70%			6	5000	Earth Crystal x30, Monster Essence x5, Commendation x3	8
 Avenir's Music Box	920	Dr300, Def+10	Blue	OO–	0%			7	50000	Earth Crystal x70, Dragonbone Relic x3, Allfire Stone x3, Purecrystal x5	9

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Hunting Horn	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	NOTES	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Eternal Music Box	1058	Dr380, Def+15	White	○○○	0%			7	100000	Earth Crystal x99, Dragonbone Relic x5, Conqueror's Seal x5, S.Zin Cortex x5	9
 Megiddo Mode (Buy)	920	Fi500	Blue	– – –	0%			8	120000	Miralis Scale x4, Miralis Fireback x4, Miralis Fireclaw x2, Gushing Magma x1	10
 The Apocalypso	966	Fi600	White	– – –	0%			8	145000	Miralis Smelter x3, Immortal Heart x2, Dire Dragongem x1, Elder Dragonbone x5	10

Lance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Iron Lance (Buy)	161	(Fi50)	Yellow	– – –	0%	1	1	750	Iron Ore x3	1
 Iron Lance+	184	(Fi70)	Yellow	– – –	0%	1	1	2000	Iron Ore x5, Earth Crystal x2	1
 Thane Lance (Buy)	253	(Fi90)	Yellow	– – –	0%	3	1	4500	Pelagicite Ore x5, Machalite Ore x2, Jaggi Scale x8	2
 Thane Lance	253	(Fi90)	Yellow	– – –	0%	3	1	3000	Iron Ore x4, Pelagicite Ore x2, Jaggi Hide x3	2

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Lance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Thane Lance+	276	(Fi110)	Green	–––	0%	3	2	6000	G.Jaggi Hide x2, Machalite Ore x3, G.Wroggi Hide x3	2
 Knight Lance	299	(Fi130)	Green	–––	0%	4	2	8000	Lightcrystal x2, Machalite Ore x5, Isisium x4	3
 Rampart	322	(Fi150), Def+10	Green	–––	0%	5	2	10000	Dragonite Ore x3, Isisium x5, Iron Ore x15	3
 Rampart+	345	(Fi180), Def+15	Green	O––	0%	6	3	20000	Lava Nugget x3, Firestone x2, King Scarab x5	4
 Babel (Buy)	391	(Fi200), Def+20	Blue	O––	0%	8	4	37500	Uragaan Carapace x5, Carbalite Ore x5, Uragaan Scute x5, R.Ludroth Scale+ x3	5
 Babel	391	(Fi200), Def+20	Blue	O––	0%	8	4	25000	Carbalite Ore x5, Uragaan Carapace x5, Uragaan Scute x2, R.Ludroth Scale+ x3	5
 Elder Babel Spear	483	(Fi220), Def+28	Blue	OO–	0%	9	5	30000	Firecell Stone x3, Lightcrystal x5, King Scarab x5, S.Uragaan Scale+ x3	6
 Lost Babel	552	(Fi250), Def+34	White	OOO	0%		6	65000	Eltalite Ore x20, Purecrystal x1, Uragaan Ruby x1, Emperor Hopper x7	8

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Lance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Drill Lance	276	Li100	Green	–––	5%	4	1	9100	Lightcrystal x5, Machalite Ore x10, Thunderbug x5, Monster Fluid x5	3
 Megadrill Lance	414	Li120	Green	O––	5%	8	4	22500	Fucium Ore x10, Lava Nugget x15, Thunder Sac x5, Uragaan Carapace x10	5
 Gigadrill Lance	552	Li140	Blue	OO–	10%		6	60000	Shell Shocker+ x3, Fulgurbug x10, Lightning Sac x5, Flutterfly x1	8
 Red Tail (Buy)	322	Fi180	Green	O––	0%	5	2	18000	Rathalos Scale x6, Rathalos Shell x4, Rathalos Tail x2, Flame Sac x3	3
 Red Tail	322	Fi180	Green	O––	0%	5	2	12000	Rathalos Scale x5, Rathalos Shell x3, Rathalos Tail x1, Flame Sac x2	3
 Hellfire	368	Fi200	Green	O––	0%	6	3	19000	Rathalos Scale x8, Rathalos Shell x6, Rathalos Plate x1, Inferno Sac x2	4
 Spear of Prominence	437	Fi220	Blue	O––	0%	8	3	27000	Rathalos Wing x5, Rath Medulla x1, Rathalos Ruby x1, Monster Hardbone x3	5
 Red Prominence	529	Fi300	White	O––	0%		7	75000	Rathalos Lash x3, Rathalos Cortex x7, Conflagrant Sac x2, Rathalos Mantle x1	9

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Lance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Silver Prominence (Buy)	552	Fi380	White	O––	0%		8	127500	S.Rathalos Shard x6, Rathalos Fellwing x4, Rath Gleem x4, Rathalos Mantle x1	10
 Silver Prominence	552	Fi380	White	O––	0%		8	85000	S.Rathalos Shard x5, Rath Ripper x6, Rath Gleem x3, Rathalos Ruby x2	10
 Sol Prominence	575	Fi420	White	O––	0%		8	120000	S.Rathalos Lash x3, S.Rath Cortex x6, Elder Dragonbone x3, Rathalos Mantle x2	10
 Blue Tail (Buy)	483	Fi150	Blue	O––	0%	9	5	54000	A.Rathalos Tail x4, A.Rath Carapace x5, A.Rathalos Wing x2, Rathalos Ruby x1	6
 Blue Tail	483	Fi150	Blue	O––	0%	9	5	36000	A.Rathalos Tail x3, A.Rath Carapace x5, Rath Medulla x1	6
 Blue Prominence	575	Fi200	Blue	O––	0%		7	70000	A.Rathalos Lash x2, A.Rath Cortex x4, Rathalos Ruby x1	9
 Soul of Prominence	621	Fi250	White	O––	0%		7	75000	A.Rath Cortex x5, Rath Ripper x10, Conflagrant Sac x3, Rathalos Mantle x1	9
 Tusk Lance (Buy)	299	Ic160	Green	–––	5%	5	2	21000	Amber Tusks x2, Barioth Claw x4, Barioth Shell x6, Frost Sac x3	3

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Lance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Tusk Lance	299	Ic160	Green	–––	5%	5	2	14000	Amber Tusks x1, Barioth Claw x3, Barioth Shell x5	3
 Tusk Lance+	391	Ic220	Green	O––	5%	8	4	28000	Amber Tusks+ x3, Freezer Sac x4, Duramboros Horn+ x3	5
 Sabertooth	437	Ic270	Blue	O––	5%	9	5	31500	G.Agnak Beak x2, Freezer Sac x4, Barioth Claw+ x4, Dewy Pleura+ x3	6
 Shiera Stolrata	506	Ic400	White	O––	5%		7	60000	Barioth Cortex x4, Cryo Sac x3, S.Barioth Fur x4, Hvy Indigo Tusks x2	9
 Shiera Vitalica	529	Ic470	White	O––	10%		7	65000	Hvy Amber Tusks x5, Rugged Pleura+ x3, S.Barioth Lash x2, Drenched Pleura x3	9
 Azure Crest	276	Slp. 100	Green	–––	0%	4	2	8800	King's Crest x3, Baggi Hide x10, Monster Bone L x2	3
 Azure Crest+	322	Slp. 150	Green	–––	0%	6	3	13000	Sleep Sac x3, G.Jaggi Hide+ x5, Barioth Tail x2	4
 Great Azure	368	Slp. 250	Green	O––	0%	8	4	20000	Coma Sac x5, G.Baggi Hide+ x5, G.Baggi Claw+ x4, Freezer Sac x3	5

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From the Library of Hao Feng

Lance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Bandera Azul	437	Slp. 300	Blue	OO–	0%		6	18000	Imperial Crest x3, G.Baggi Piel x4, Fey Wyvern Gem x1, Coma Sac x8	8
 Aqua Spear (Buy)	368	Wa230	Green	–––	0%	7	3	24000	Plesioth Scale+ x4, Plesioth Fang+ x3, Plesioth Fin+ x5, Torrent Sac x3	4
 Aqua Spear	368	Wa230	Green	–––	0%	7	3	16000	Plesioth Fin+ x3, Plesioth Scale+ x4, Dragonite Ore x10	4
 Aqua Spear+	391	Wa260	Green	–––	0%	8	4	25500	Plesioth Fin+ x5, Plesioth Webbing x4, Brilliant Fluid x4	5
 Stream Spear	437	Wa300	Green	–––	0%	9	5	36000	Plesioth Fin+ x8, Plesioth Fang+ x4, Plesioth Head x1, Dewy Pleura+ x2	6
 Emerald Spear	529	Wa340	Blue	–––	0%		6	55000	G.Plesio Shard x5, Hvy Plesio Fang x3, Hrd Ples Webbing x2, Lrg Wyvern Stone x2	8
 Esmeralda's Tide	575	Wa380	Blue	O––	0%		7	75000	Fine G.Plesi Fin x4, Hvy Plesio Fang x5, Uber Plesio Head x1, G.Agnak Talon x3	9
 Rockabye Spear	460	Slp. 180	Blue	–––	0%		6	55000	Plesioth Shard x5, Hvy Plesio Fang x5, Lrg Wyvern Stone x2, Coma Sac x5	8

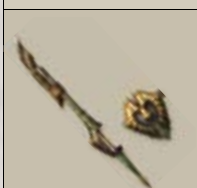
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Lance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Requiem Spear	506	Slp. 230	White	O––	0%		7	75000	Fine Plesio Fin x4, Hrd Ples Webbing x2, Uber Plesio Head x1, Drenched Pleura x3	9
 Acrus Lance (Buy)	299	Li120	Green	–––	0%	4	2	14250	Lagiacrus Horn x2, Lagiacrus Scale x5, Lagiacrus Tail x1, Isisium x3	3
 Acrus Lance	299	Li120	Green	–––	0%	4	2	9500	Lagiacrus Horn x1, Lagiacrus Scale x4, Isisium x2	3
 Acrus Lance+	345	Li150	Green	–––	0%	5	2	18000	Shell Shocker x3, Lagiacrus Tail x3, Rathalos Tail x1	3
 High Acrus Lance	368	Li180	Green	–––	0%	6	3	24000	Lagiacrus Claw x8, Monster Bone+ x10, Rathian Carapace x5	4
 Doris Spear	437	Li200	Green	–––	0%	8	4	36000	Lagiacrus Horn+ x4, Lagiacrus Tail x4, Wyvern Stone x2	5
 Amphitrite	483	Li230	Blue	–––	0%	9	5	45000	Lagiacrus Claw+ x3, Shell Shocker+ x3, Lagia Sapphire x1, Indigo Tusks+ x3	6
 Neo Acrus Lance	529	Li250	Blue	O––	0%		7	68000	I.Lagi Hardhorn x2, Lagiacrus Flail x3, Lagiacrus Talon x5, I.Lagi Shard x5	9

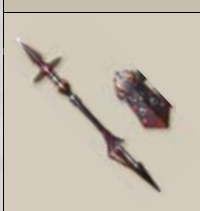
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Lance		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Gaius Whitebolt	598	Li280	White	OO–	0%		7	105000	I.Lagi Piel x6, I.Lagi D-Shocker x6, Lagiacrus Mantle x1, Zin D-Shocker x5	9
	Nether Warlance (Buy)	552	Li350	White	–––	5%		HR70	148500	A.Lagi Shard x8, A.Lagi Dynamo x1, A.Lagi Hardhorn x5, Lagiacrus Mantle x2	10
	Nether Warlance	552	Li350	White	–––	5%		HR70	99000	A.Lagi Shard x5, A.Lagi D-Shocker x5, A.Lagi Hardhorn x3, Zin Skymerald x1	10
	Nether Terracontier	575	Li420	White	–––	10%		HR70	140000	A.Lagi D-Shocker x8, A.Lagi Hardhorn x5, A.Lagi Dynamo x1, S.Zin Skymerald x1	10
	Boros Spear	322	(Wa80), Def+14	Green	–––	0%	5	2	11000	Duramboros Horn x3, Duramboros Shell x4, Dragonite Ore x5	3
	Boros Spear+	368	(Wa110), Def+16	Green	–––	0%	6	3	14500	Duram Tailbone x3, Duramboros Hump x2, Carbalite Ore x5	4
	Temblor Illboros	460	(Wa290), Def+20	Blue	O––	-5%	8	4	25500	Duramboros Horn+ x3, Hard Mossplate x6, Duram Sacrum x1, Fucium Ore x5	5
	Giga Sassoboros	552	(Wa370), Def+25	Blue	O––	-5%		6	60000	Duram Hardhorn x2, Marbled Hump x2, R.Duram Plate x5, Monster Slogbone x3	8

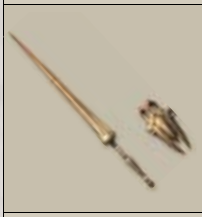
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Lance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Tremblor Granboros	621	(Wa490), Def+31	White	OO–	-5%		7	70000	R.Duram Shell x5, Durambolite x1, R.Duram Hardtail x5, Diablos Chine x5	9
 Shadow Javelin	299	Pois. 200	Green	O––	0%	4	2	9500	Gigginox Claw x3, Uncanny Hide x5, Poison Sac x3	3
 Shadow Javelin+	368	Pois. 240	Green	O––	0%	6	3	14500	Gigginox Hide x7, Venom Gland x3, Toxin Sac x5	4
 Toxic Javelin	414	Pois. 290	Blue	O––	0%	8	4	23000	Gigginox Claw+ x3, Grim Venom Gland x3, Uncanny Hide+ x3, Firecell Stone x3	5
 Iron Noxnymph	483	Pois. 440	White	O––	0%		6	55000	Gigginox Piel x3, B.Giggi Talon x2, Foul Venom Gland x3, Fey Wyvern Gem x1	8
 Luinox the Thirsty	506	Pois. 520	White	O––	0%		6	65000	Revolting Piel x5, Marbled Hump x3, Nightmarish Maw x3, Flutterfly x2	8
 Hidden Stinger (Buy)	437	(Pois. 100)	Blue	–––	10%	9	5	43500	Nargacuga Tail x2, Narga Razor x4, Nargacuga Fang+ x7, Narga Medulla x1	6
 Hidden Stinger	437	(Pois. 100)	Blue	–––	10%	9	5	29000	Nargacuga Tail x1, Narga Razor x3, Nargacuga Fang+ x6	6

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Lance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Night Rains Black	483	(Pois. 130)	White	– – –	15%		7	75000	Nargacuga Lash x3, Narga Razor+ x5, Hvy Narga Fang x6, Nargacuga Mantle x1	9
 Avidya Lance	506	(Pois. 150)	White	– – –	20%		7	85000	Narga Razor+ x6, Nargacuga Fur x8, Nargacuga Mantle x1, l.Lagi Hardhorn x2	9
 Eclipse Lance	529	(Pois. 180)	White	– – –	25%		HR40	94500	L.Narga Shard x5, G.Narga Dapples x8, L.Narg Tailspear x4, Hvy L.Narga Fang x5	10
 Dubhe's Asterism	552	(Pois. 220)	Purple	– – –	30%		HR40	135000	L.Narga Razor x5, Nargacuga Mantle x1, Cloudy Moonshard x1, Nargacuga Lash x5	10
 Bone Lance (Buy)	184	(Pois. 80)	Yellow	– – –	0%	1	1	750	Monster Bone S x2, Bone x3	1
 Bone Lance+	207	(Pois. 100)	Yellow	– – –	0%	1	1	1500	Monster Bone S x3, Bird Wyvern Fang x3	1
 Longhorn Spear	230	(Pois. 120)	Yellow	– – –	0%	2	1	3000	Jumbo Bone x3, Monster Bone M x2, Carpenterbug x2	1
 Longhorn Spear+ (Buy)	253	(Pois. 130)	Yellow	– – –	0%	3	1	10500	Killer Beetle x4, Monster Bone S x6, Monster Bone M x3, Jumbo Bone x2	2

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Lance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Longhorn Spear+	253	(Pois. 130)	Yellow	– – –	0%	3	1	7000	Monster Bone M x4, Monster Bone L x1, Jumbo Bone x2	2
 Longtusk Spear	276	(Pois. 150)	Green	– – –	0%	4	1	8500	Monster Bone L x4, Monster Bone+ x2, Velvety Hide x4	3
 Ploshasta	299	(Pois. 170)	Green	– – –	0%	5	2	9500	Rhenoplos Shell x2, Monster Bone L x3, Duram Mossplate x2	3
 Rhenohasta	345	(Pois. 200)	Green	– – –	0%	6	3	11000	Rhenoplos Scalp x2, Rheno Carapace x2, Wonderful Beak x2	4
 Diablos Lance (Buy)	437		Green	– – –	-5%	8	4	34500	Diablos Carapace x5, Diablos Ridge x3, Majestic Horn x2, Fucium Ore x5	5
 Diablos Lance	437		Green	– – –	-5%	8	4	23000	Majestic Horn x1, Diablos Carapace x4, Diablos Ridge x4, Fucium Ore x4	5
 Diablos Spear	506		Green	– – –	-10%	9	5	32000	Majestic Horn x3, Diablos Tailcase x6, Diablos Medulla x1, Nargacuga Fang+ x3	6
 Cera Creos	667		Blue	– – –	-20%		7	70000	Stout Horn x1, Diablos Chine x3, Diablos Cortex x2, Diablos Hardhorn x1	9

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Lance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Black Tempest	529	(Slime 300)	Green	O––	-20%	9	5	36500	Blackcurl Horn x1, B.Diablos Ridge+ x3, B.Diab Carapace x2, Diablos Medulla x1	6
 Black Tempest+	598	(Slime 380)	Green	O––	-20%		7	60000	Blackcurl Horn+ x1, B.Diablos Chine x3, B.Diablos Cortex x5, Diablos Medulla x3	9
 Rising Tempest	644	(Slime 460)	Green	OO–	-20%		7	70000	Blackcurl Horn+ x2, Diablos Hardtail x5, B.Diablos Cortex x7, Diablos Hardhorn x1	9
 Gobulu Muruka	276	Para. 130	Green	OO–	0%	4	1	8900	Gobul Spike x2, Gobul Hide x3, Gobul Lantern x1	3
 Gobulu Muruka+	299	Para. 150	Green	–––	0%	5	2	11400	Paralysis Sac x3, Barioth Spike x1, Fearsome Maw x1	3
 Gobuluku Muraaka	345	Para. 180	Green	O––	0%	7	3	17900	Gobul Spike+ x3, Gobul Fin+ x2, Bathycite Ore x10	4
 Gobulaluku Bosca	414	Para. 240	Blue	O––	0%		6	50000	Gobul Surspike x4, Gobul Piel x4, Gobul Kingwhiskr x3, Lrg Wyvern Stone x1	8
 Gobulaluku Aquir	460	Para. 300	White	O––	0%		6	60000	Fine Gobul Fin x6, Gobul Piel x7, Gobul Beacon x1, B.Giggi Talon x3	8

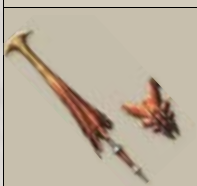
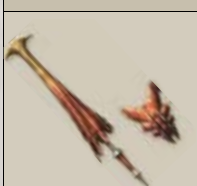
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Lance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Rugged Lance	299	(Pois. 150)	Green	OO–	-15%	4	1	10000	Barroth Shell x5, Barroth Claw x2, Isisium x5	3
 Rugged Lance+	368	(Pois. 200)	Green	O––	-25%	5	2	14500	Barroth Scalp x2, Barroth Ridge x5, Twisted Horn x2	3
 Barroth Carver	414	(Pois. 220)	Green	OO–	-25%	7	4	18000	Barroth Carapace x5, Barroth Claw+ x2, Carbalite Ore x3, Rare Scarab x3	4
 Crusher Lance	529	Ic180	Blue	OO–	-25%	8	4	28000	J.Barr Carapace x6, J.Barroth Claw+ x3, Frozen Glob x3, Freezer Sac x3	5
 Bordenshkiold's Ice	575	Ic200	Blue	OO–	-20%		6	45000	J.Barroth Cortex x5, J.Barroth Talon x3, Frozen Glob x6, Gracium x10	8
 Arktika's Ice	598	Ic230	Blue	OO–	-15%		6	60000	J.Barroth Talon x6, J.Barroth Chine x2, J.Barroth Lash x2, Fey Wyvern Gem x1	8
 Usurper's Coming (Buy)	460	Li150	Green	OO–	0%	9	4	37500	Zinogre Carapace x4, Zinogre Shocker+ x4, Zin Electrofur x3, Zinogre Tail x1	5
 Usurper's Coming	460	Li150	Green	OO–	0%	9	4	25000	Zinogre Carapace x3, Zinogre Shocker+ x3, Zin Electrofur x2	5

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Lance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Despot's Cacophony	506	Li200	Blue	OO–	0%	9	5	38000	Zinogre Shocker+ x6, Zinogre Horn+ x3, Zinogre Jasper x1, Indigo Tusks+ x3	6
 Oppressor's Genesis	598	Li260	Blue	OOO	0%		7	110000	Zinogre Cortex x2, Zin D-Shocker x6, Zin Electrofur+ x2, Zin Skymerald x1	9
 Brimstren Draketail	552	Dr220	White	OO–	0%		7	90000	S.Zin Hardhorn x2, S.Zin Dragnshell x5, S.Zin Dragonhair x4, Dracophage Bug x10	9
 Stygian Ira	598	Dr280	White	OO–	0%		7	110000	S.Zin Cortex x5, S.Zinogre Talonx3, S.Zin Skymerald x1, S.Zin Dragonhair x6	9
 Spiral Heat (Buy)	391	Fi200	Green	OO–	5%	8	5	39000	Scalding Pleura+ x4, Agnaktor Fin+ x5, Agnaktor Beak x2, Uroktor Scale+ x8	5
 Spiral Heat	391	Fi200	Green	OO–	5%	8	5	26000	Agnaktor Beak x3, Agnak Carapace x5, Agnaktor Fin+ x3	5
 Agnaktor Firelance	460	Fi290	Blue	OO–	10%		7	85000	Agnaktor Beak x5, Agnaktor Talon x5, Fine Agnak Fin x5	9
 Vaskignator	529	Fi360	Blue	OO–	15%		7	95000	Agnaktor Cortex x5, Scorching Pleura x3, Rathalos Mantle x1	9

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Lance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Spiral Water	460	Wa150	Blue	OO–	10%	9	5	37000	G.Agnak Beak x2, G.Agnak Claw+ x5, G.Agnak Fin+ x5	6
 Agnaktor Aqualance	483	Wa180	White	OO–	15%		7	85000	G.Agnak Cortex x5, Drenched Pleura x3, G.Agnak Piel x5	9
 Varunagnaktor	529	Wa210	White	OO–	20%		7	95000	Fine G.Agnak Fin x5, G.Agnak Talon x3, Drenched Pleura x5, Lrg Wyvern Stone x3	9
 Ludroth Bone Spear	230	(Wa70)	Yellow	–––	0%	2	1	3300	Immature Sponge x2, Hydro Hide x4, Carpenterbug x2, Bone x2	1
 Spiral Lance	253	Wa110	Green	O––	0%	3	1	7500	Spongy Hide x3, R.Ludroth Claw x2, R.Ludroth Crest x2	2
 Spiral Lance+	276	Wa180	Green	O––	0%	4	1	10300	Spongy Hide x4, Lagom Plastron x4, Monster Bone+ x5	3
 Spiral Splash	299	Wa200	Green	O––	0%	5	2	12500	Spongy Hide x5, R.Ludroth Crest x2, Barioth Claw x4, Aqua Sac x5	3
 Ceadeus Horn (Buy)	345	Wa240	Green	O––	0%	6		36000	Crooked Horn x2, Ceadeus Tail x3, Luminous Organ x5, Carbalite Ore x4	4

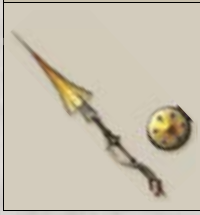
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Lance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Ceadeus Horn	345	Wa240	Green	O––	0%	6		24000	Crooked Horn x2, Ceadeus Tail x2, Luminous Organ x2, Carbalite Ore x3	4
 Great Ceadeus Horn	437	Wa380	Blue	O––	0%	8		40000	Crooked Horn x4, Deep Dragongem x1, Lagiacrus Claw+ x4, Dragonbone Relic x3	5
 Fathom Arcana	483	Wa420	White	O––	0%		6	60000	Crooked Hardhorn x2, G.Ceadeus Shard x6, ElderDragonBlood x5, Lrg Wyvern Stone x2	8
 Exia Lordlance	506	Wa520	White	O––	0%		7	100000	G.Ceadeus Fur x5, Luminous Organ x10, Dark Dragongem x1, l.Lagi Hardhorn x4	9
 Bella Nocuus	345	Pois. 150	Green	OO–	0%	6	3	11000	Plum Spongy Hide x5, P.Ludroth Claw+ x5, Toxin Sac x3	4
 Bel Nefastro	391	Pois. 200	Blue	OO–	0%	8	4	18700	P.Ludroth Scale+ x8, Nibelsnarf Hide+ x3, Grim Venom Gland x3	5
 Bel Nefastro+	437	Pois. 250	Blue	OO–	0%	9	5	42000	Plum Spongy Hide x6, G.Agnak Fin+ x3, Grim Venom Gland x6	6
 Wild Boar Lance	276	(Pois. 50)	Yellow	–––	0%	6	2	5400	Bullfango Pelt x5, Jumbo Bone x3, Bullfango Tusk x2	3

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Lance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Wild Boar Lance+	299	(Pois. 120)	Yellow	– – –	0%	6	2	7800	Bullfango Pelt x5, Bullfango Head x1, Volvidon Shell x2, Bullfango Tusk x3	3
 Bulldrome Spear	345	(Pois. 150)	Green	– – –	0%	6	3	11500	Stoutbone x2, Bullfango Pelt x8, King Scarab x4, Bullfango Tusk x4	4
 Dios Stinger (Buy)	414	Slime 200	Green	– – –	0%	8	4	36000	Brach Carapace x5, Brach Ebonshell x3, Brach Pounder x2, Brachydios Tail x1	5
 Dios Stinger	414	Slime 200	Green	– – –	0%	8	4	24000	Brach Scalp x1, Brach Carapace x5, Mystery Slime x5	5
 Dios Stinger+	506	Slime 270	Blue	– – –	0%	9	5	37000	Brachydios Tail x2, Brach Ebonshell x4, Brachydios Gem x1, S.Uragaan Scute x4	6
 Demolition Lance	575	Slime 320	Blue	– – –	0%		7	75000	Brach Scalp+ x1, Brach Cortex x4, Glowing Slime x5, Brach Pounder+ x3	9
 Albrach Demolisher	598	Slime 370	White	– – –	0%		7	90000	Brach Ebonshell+ x5, Brach Scalp+ x2, Brach Pallium x1, S.Uragaan Scute+ x5	9
 Plegis Needle (Buy)	207	Para. 140	Yellow	– – –	0%	2		4650	Bindshroom x2, Iron Ore x5, Machalite Ore x3	1

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Lance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Plegis Needle+	276	Para. 270	Green	–––	0%	5		12500	Bindshroom x5, Paralysis Sac x3, Dragonite Ore x5, Parashroom x10	3
 Mighty Plegis	368	Para. 320	Blue	–––	0%	8		30000	Bindshroom x10, Omniplegia Sac x3, Brach Ebonshell x10	5
 Blue Crater (Buy)	276	(Ic70)	Green	O––	0%	4	1	9999	Lightcrystal x2, Pelagicite Ore x10, Monster Fluid x5	3
 Smalt Crater	299	(Ic180)	Green	OO–	0%	5	2	20000	Firestone x4, Dragonite Ore x8, R.Ludroth Tailx3	3
 Doom Crown	391	(Ic320)	Green	OOO	0%	8	4	30000	Bathycite Ore x10, Dragonbone Relic x2, Wyvern Stone x2, Brilliant Fluid x4	5
 Eterno Crown	506	(Ic460)	Blue	OOO	0%		7	45000	Purecrystal x2, Dragonbone Relic x4, Lrg Wyvern Stone x1, G.Narg Tailspear x4	9
 Aidion Crown	552	(Ic540)	Blue	OOO	0%		7	60000	Purecrystal x5, Dragonbone Relic x6, Lrg Wyvern Stone x3, Hvy G.Narga Fang x4	9
 Rusted Lance (Polish)	230	(Dr100)	Orange	–––	-70%	4	1	-1000	Rustshard (Polished)	3

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Lance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Tarnished Lance	230	(Dr100)	Yellow	---	-70%	1	1	5000	Earth Crystal x20, Monster Fluid x5	3
 Undertaker	345	Dr190	Green	---	0%	5	2	20000	Earth Crystal x40, Frost Sac x2, Flame Sac x2	3
 High Undertaker	391	Dr210	Blue	---	0%	7	5	35000	Earth Crystal x60, ElderDragonBlood x3, Plesioth Fang+ x4	4
 Neo Undertaker	437	Dr250	Blue	---	0%	8	5	50000	Earth Crystal x80, ElderDragonBlood x5, Brachydios Tail x2	5
 Sharq Byte (Buy)	253	Wa400	Green	---	0%		5	18000	Sharq Ticket x1, Sharqskin x5, Hydro Hide+ x7	4
 Sharq Attaq	391	Wa500	Blue	---	0%		6	55000	Sharqskin x7, Sharq Ticket x2, Flood Sac x5, Giant Fin x5	8
 Sharq Assawlt	414	Wa600	White	---	0%		6	65000	Sharqskin x10, Sharq Ticket x2, Dazzling Fluid x5, Fine Plesio Fin x5	8
 Grief Lance (Buy)	506	(Dr80)	Blue	---	-10%	9	5	48000	Deviljho Tail x2, Deviljho Fang x3, Deviljho Scale x5, Blackcurl Horn x1	6

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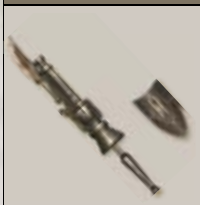
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Lance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Fiendish Tower	575	(Dr100)	Blue	–––	-5%		6	85000	Deviljho Scalp x3, Deviljho Saliva x5, Deviljho Gem x1, Conqueror's Seal x1	8
 Nero's Atrocity	667	(Dr150)	White	O––	-5%		7	125000	Vile Fang x5, Deviljho Flail x2, Deviljho Crook x1, S.Zin Skymerald x1	9
 Alatreon Lance (Buy)	529	Dr200	White	–––	0%	9	DLC	75000	Brkn Skypiercer x3, Alatreon Tail x4, ElderDragonBlood x3	7
 Alatreon Gleam	552	Dr300	Purple	–––	5%		DLC	100000	Conqueror's Seal x3, Alatreo Diretail x2, Alatreon Pallium x5, Azure Dragongem x1	10
 Altheos Gloralis	575	Dr400	Purple	–––	5%		DLC	150000	Conqueror's Seal x5, Skyswayer x2, Alatreo Direwing x3, Azure Drgnsphire x1	10
 Worn Spear (Buy)	230	(Dr100)	Orange	–––	-70%		6	-1000	Ancient Shard (Polished)	8
 Weathered Spear	253	(Dr100)	Yellow	–––	-70%		6	5000	Earth Crystal x30, Monster Essence x5, Commendation x2	8
 Skyscraper	483	Dr240	Blue	O––	-5%		7	50000	Earth Crystal x70, Dragonbone Relic x2, Allfire Stone x3	9

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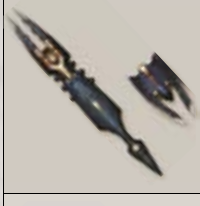
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Lance		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Skysunderer	552	Dr320	White	OO–	0%		7	100000	Earth Crystal x99, Dragonbone Relic x5, Conqueror's Seal x5, S.Zin Hardhorn x3	9
	Megiddo Spire (Buy)	460	Fi500	Blue	–––	0%		8	120000	Miralis Scale x4, Miralis Fireclaw x3, Miralis Evil Eye x1, Immortal Heart x1	10
	The Immaelestrom	483	Fi620	Purple	–––	0%		8	145000	Miralis Smelter x2, Gushing Magma x2, Dire Dragongem x1, Elder Dragonbone x5	10

Gunlance		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	SHOT LV.	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Iron Gunlance (Buy)	161	(Fi50)	Yellow	–––	0%	Normal Lv1	1	1	1500	Iron Ore x3, Earth Crystal x1, Carpenterbug x1	1
	Iron Gunlance+	230	(Fi70)	Yellow	–––	0%	Normal Lv1	1	1	2100	Machalite Ore x3, Ice Crystal x2, Gunpowder x1	1
	Steel Gunlance	253	(Fi100)	Green	–––	0%	Normal Lv1	3	1	3800	Machalite Ore x5, Earth Crystal x10, Flintstone x1	2
	Striker's Gunlance (Buy)	276	(Fi120)	Green	–––	0%	Normal Lv1	4	1	10950	Lightcrystal x5, Machalite Ore x5, Flame Sac x3	3

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Gunlance		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	SHOT LV.	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Striker's Gunlance	276	(Fi120)	Green	–––	0%	Normal Lv1	4	1	7300	Machalite Ore x3, Earth Crystal x6, Flame Sac x3	3
	Defender's Gunlance	322	(Fi140)	Green	–––	0%	Normal Lv2	5	2	10000	Dragonite Ore x6, Firestone x2, Lightcrystal x2, Carpenterbug x10	3
	Imperial Guardlance	368	(Fi150)	Green	–––	0%	Normal Lv2	7	4	20000	Fucium Ore x5, Lava Nugget x5, Inferno Sac x2	4
	General's Arbalance	460	(Fi260)	Blue	OO–	0%	Normal Lv2		6	50000	Eltalite Ore x3, Rath Medulla x2, Iron Ore x30	8
	Admiral's Arbalance	506	(Fi320)	Blue	OO–	0%	Normal Lv3		6	55000	Fucium Ore x10, Eltalite Ore x5, Conflagrant Sac x3	8
	Imperial Swornlance	552	(Fi380)	Blue	OOO	0%	Normal Lv4		7	65000	Fucium Ore x20, Allfire Stone x5, Scorching Pleura x2	9
	Hidden Gunlance (Buy)	414	(Pois. 50)	Blue	–––	15%	Normal Lv3	9	5	43500	Narga Razor x4, Nargacuga Tail x3, Narga Medulla x1, Monster Keenbone x5	6
	Hidden Gunlance	414	(Pois. 50)	Blue	–––	15%	Normal Lv3	9	5	29000	Narga Razor x2, Nargacuga Tail x1, Nargacuga Scale+ x5	6

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Gunlance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	SHOT LV.	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Hidden Gunlance+	437	(Pois. 80)	Blue	–––	20%	Normal Lv3	9	5	39000	Narga Tailspike x4, Narga Medulla x2, Carbalite Ore x5, Stoutbone x2	6
 Fading Night	483	(Pois. 80)	White	–––	20%	Wide Lv3		7	85000	Narga Razor+ x4, Nargacuga Lash x4, Hvy Narga Fang x3, Monster Slogbone x3	9
 Eclipse Gunlance (Buy)	506	Pois. 150	White	–––	25%	Wide Lv4		HR40	141750	L.Narga Shard x7, L.Narg Tailspear x4, L.Narga Dapples x5, Cloudy Moonshard x1	10
 Eclipse Gunlance	506	Pois. 150	White	–––	25%	Wide Lv4		HR40	94500	L.Narga Shard x5, Nargacuga Lash x3, L.Narga Dapples x4, Hvy L.Narga Fang x3	10
 Alioth's Asterism	529	Pois. 200	Purple	–––	30%	Wide Lv5		HR40	135000	L.Narga Razor x6, Nargacuga Mantle x1, Hvy L.Narga Fang x4, Cloudy Moonshard x1	10
 Virnar Gunlance	552	(Para. 140)	White	OO–	0%	Long Lv3		7	75000	G.Narga Razor+ x4, G.Narga Shard x5, Monster Slogbone x4	9
 End of Night	598	(Para. 190)	White	OO–	0%	Long Lv4		7	85000	G.Narga Shard x7, Hvy G.Narga Fang x4, Nargacuga Mantle x1, Monster Slogbone x4	9
 Red Rook (Buy)	345	Fi150	Green	O––	0%	Long Lv2	5	2	18000	Rathalos Tail x3, Rathalos Shell x5, Flame Sac x3, Rathalos Plate x1	3

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Gunlance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	SHOT LV.	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Red Rook	345	Fi150	Green	O−−	0%	Long Lv2	5	2	12000	Rathalos Tail x1, Rathalos Scale x5, Rathalos Webbing x3	3
 Red Rook+	437	Fi250	Blue	O−−	0%	Long Lv3	9	5	36000	Rathalos Carapace x3, Rathalos Scale+ x5, Inferno Sac x2, A.Rathalos Tail x2	6
 Crimson Rook	529	Fi280	Blue	O−−	0%	Long Lv3		7	75000	Rathalos Shard x6, Rathalos Cortex x5, Conflagrant Sac x3, Rathalos Mantle x1	9
 Silver Rook (Buy)	552	Dr280	Blue	OO−	0%	Long Lv3		8	127500	S.Rathalos Lash x2, S.Rath Cortex x5, S.Rathalos Shard x6, Rathalos Mantle x1	10
 Silver Rook	552	Dr280	Blue	OO−	0%	Long Lv3		8	85000	S.Rathalos Lash x1, S.Rath Cortex x3, S.Rathalos Shard x5	10
 Chariot Gun	575	Dr300	White	OO−	0%	Long Lv4		8	110000	Rath Ripper x8, Rath Gleem x5, Rathalos Mantle x1, Gushing Magma x5	10
 World's Demise	598	Dr320	White	OO−	0%	Long Lv5		8	120000	S.Rathalos Shard x10, S.Rath Cortex x8, S.Rathalos Lash x3, Earth Drgnsphire x1	10
 Ancient Gyrelance	414	(Slime 200)	Blue	O−−	0%	Wide Lv2	8	4	25000	Gracium x5, Inferno Sac x3, Thunder Sac x3, Rathalos Carapace x1	5

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Gunlance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	SHOT LV.	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Ancient Gyresmite	506	(Slime 300)	Blue	O– –	0%	Wide Lv3		6	60000	Fucium Ore x15, Iron Ore x30, Conflagrant Sac x3, Monster Broth x5	8
 Progenesis	575	(Slime 380)	White	OO–	0%	Wide Lv4		7	70000	Meldspar Ore x10, Iron Ore x50, Rathalos Cortex x4, Monster Essence x10	9
 Type 62 Stormlance	299	Wa100, Def+14	Green	O– –	0%	Wide Lv2	5	2	12000	Nibelsnarf Shell x4, Nibelsnarf Hide x2, Monster Bone L x2, Dragonite Ore x5	3
 Assault Stormlance	391	Wa200, Def+16	Blue	OO–	0%	Wide Lv3	8		24000	Nibelsnarf Scalp x2, Brilliant Fluid x3, Mohran Scale+ x4, Torrent Sac x5	5
 War Marshal	529	Wa260, Def+18	White	OOO	0%	Wide Lv3		6	60000	Nibel Cortex x4, Nibelsnarf Piel x2, Dazzling Fluid x5, Eltalite Ore x10	8
 Shattershot	345	Para. 170	Green	O– –	0%	Long Lv2	7	4	9800	Volvi Carapace x4, Volvi Rickrack x3, Volvidon Claw+ x3, Dragonite Ore x8	4
 Shatter Ace	368	Para. 220	Blue	O– –	0%	Long Lv2	8	4	20500	Volvi Rickrack x3, Omniplegia Sac x2, Carbalite Ore x5, Firecell Stone x2	5
 Shatter God	483	Para. 240	White	O– –	0%	Long Lv3		6	50000	Volvidon Cortex x5, Volvidon Talon x4, Eltalite Ore x10, Gobul Surspike x2	8

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Gunlance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	SHOT LV.	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Lagia Burst (Buy)	276	Li150	Green	– – –	0%	Long Lv1	4	2	14250	Lagiacrus Claw x4, Lagiacrus Scale x5, Lagiacrus Tail x2, Gigginox Hide x3	3
 Lagia Burst	276	Li150	Green	– – –	0%	Long Lv1	4	2	9500	Lagiacrus Tail x1, Lagiacrus Claw x3, Lagiacrus Scale x4, Flame Sac x1	3
 Lagia Burst+	345	Li170	Green	– – –	0%	Long Lv2	6	3	22000	Shell Shocker x3, Lagiacrus Claw x8, Lagiacrus Plate x1, Monster Keenbone x2	4
 Exlagia Gunlance	414	Li210	Blue	– – –	0%	Long Lv2	8	4	30000	Lagiacrus Horn+ x2, Lagiacrus Hide+ x7, Lagiacrus Claw+ x2	5
 Neo Lagia Burst	460	Li250	Blue	– – –	0%	Long Lv3	9	5	40000	I.Lagi Shocker+ x3, Lagiacrus Claw+ x5, Lagia Sapphire x1, I.Lagi Hide+ x4	6
 Eutaxy Whitebolt	529	Li320	Blue	– – –	0%	Long Lv4		7	75000	I.Lagi Shard x5, Deathly Shocker x5, Lagiacrus Talon x5, Lagiacrus Flail x1	9
 Eutaxy Whitebolt+	552	Li360	Blue	– – –	0%	Long Lv4		7	80000	I.Lagi Hardhorn x3, I.Lagi Piel x6, I.Lagi D-Shocker x6, Lagiacrus Mantle x1	9
 Nether Gunlance (Buy)	575	Li400	White	– – –	0%	Long Lv4		HR70	148500	A.Lagi Shard x8, A.Lagi D-Shocker x5, A.Lagi Hardhorn x2, A.Lagi Dynamo x1	10

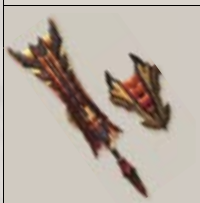
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Gunlance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	SHOT LV.	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Nether Gunlance	575	Li400	White	–––	0%	Long Lv4		HR70	99000	A.Lagi D-Shocker x5, Lagiacrus Talon x3, A.Lagi Hardhorn x1, Elder Dragonbone x3	10
 Nether Jugulus	598	Li420	White	–––	0%	Long Lv5		HR70	140000	S.Zin Skymerald x1, A.Lagi D-Shocker x5, A.Lagi Hardhorn x3, A.Lagi Dynamo x1	10
 Dios Gunlance (Buy)	437	Slime 250	Green	O––	0%	Wide Lv2	8	4	36000	Brach Carapace x5, Brach Ebonshell x3, Brach Pounder x2, Brach Scalp x2	5
 Dios Gunlance	437	Slime 250	Green	O––	0%	Wide Lv2	8	4	24000	Brach Carapace x3, Brach Ebonshell x2, Brach Scalp x1, Brachydios Tail x1	5
 Dios Gunlance+	506	Slime 310	Blue	O––	0%	Wide Lv2	9	5	37000	Brach Pounder x2, Mystery Slime x5, Brachydios Gem x1, Indigo Tusks+ x3	6
 Demolition Gunlance	552	Slime 340	White	O––	0%	Long Lv3		7	75000	Brach Cortex x5, Brach Ebonshell+ x4, Brach Scalp+ x2, Eltalite Ore x5	9
 Zvolta Demolisher	598	Slime 380	White	O––	0%	Long Lv4		7	90000	Glowing Slime x8, Brach Pounder+ x2, Brach Pallium x1, Allfire Stone x5	9
 Lagomberator	253	Ic180	Green	O––	0%	Wide Lv1	4	1	5000	Lagombi Pelt x4, Lagom Plastron x2, Iron Ore x5	3

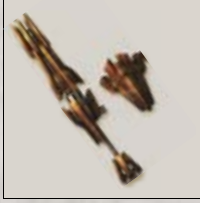
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Gunlance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	SHOT LV.	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Lagomberatrix	345	Ic260	Green	OO–	0%	Wide Lv3	7	3	10100	Lagombi Ear+ x2, Lagombi Pelt+ x7, Frost Sac x5	4
 Lagombalanche	506	Ic310	Blue	OOO	0%	Wide Lv3		6	50000	Lagombi Fur x5, G.Baggi Piel x4, Lagombi Auricle x2, Eltalite Ore x5	8
 Flamethrower (Buy)	322	Fi210	Green	O––	10%	Long Lv2	5	2	16500	Agnaktor Tail x2, Agnaktor Scale x5, Scalding Pleura x3, Uroktor Scale x10	3
 Flamethrower	322	Fi210	Green	O––	10%	Long Lv2	5	2	11000	Agnaktor Tail x1, Agnaktor Beak x1, Agnaktor Shell x6	3
 Flamethrower+	345	Fi300	Green	O––	10%	Long Lv2	7	4	16000	Agnaktor Tail x3, Agnaktor Shell x5, Agnaktor Hide x4, Volvi Carapace x2	4
 Agna Magma	414	Fi350	Blue	OO–	10%	Long Lv3	9	5	37000	Agnaktor Fin+ x2, Scalding Pleura+ x4, Wyvern Stone x3, S.Bari Carapace x3	6
 Agna Vulcan	483	Fi410	Blue	OO–	15%	Long Lv3		7	85000	Agnaktor Piel x4, Agnaktor Talon x3, Agnaktor Cortex x6, Conflagrant Sac x5	9
 Causta Agnavulcan	529	Fi450	White	OO–	15%	Long Lv4		7	95000	Fine Agnak Fin x2, Scorching Pleura x4, Deviljho Ripper x2, Allfire Stone x5	9

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Gunlance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	SHOT LV.	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Waterthrower	437	Wa340	Blue	O−−	10%	Normal Lv2	9	5	37000	G.Agnak Tail x2, G.Agnak Beak x3, G.Agnak Carapace x6	6
 Agna Aqua	506	Wa390	Blue	O−−	10%	Normal Lv3		7	85000	G.Agnak Cortex x2, G.Agnak Piel x5, G.Agnak Talon x3, Flood Sac x5	9
 Rheo Agnacorso	552	Wa430	White	O−−	10%	Normal Lv5		7	95000	G.Narga Dapples x4, Fine G.Agnak Fin x5, Drenched Pleura x3, Flood Sac x10	9
 Bone Gunlance (Buy)	184		Yellow	−−−	0%	Normal Lv1	1	1	1500	Bone x2, Iron Ore x2, Popfish x1	1
 Great Bone Gunlance	276		Yellow	−−−	-5%	Normal Lv1	2	1	3000	Jumbo Bone x2, Fire Herb x5	1
 Wyvern Bone Gunlance	299		Green	−−−	-10%	Normal Lv1	3	1	7000	Monster Bone M x3, Pelagicite Ore x5, Burst Arowana x5	2
 Barroth Loader (Buy)	345		Green	O−−	-15%	Long Lv2	4	1	20250	Barroth Shell x5, Barroth Claw x4, Flame Sac x2, Pelagicite Ore x5	3
 Barroth Loader	345		Green	O−−	-15%	Long Lv2	4	1	13500	Barroth Shell x4, Barroth Claw x3, Gunpowder x5, Lightcrystal x1	3

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Gunlance		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	SHOT LV.	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Barroth Loader+	391		Green	O−−	-15%	Long Lv3	6	3	12500	Barroth Carapace x4, Barroth Tail x2, Barroth Claw+ x3, Bomb Arowana x10	4
	Rugged Loader	506		Green	O−−	-15%	Long Lv3	8	4	18000	Barroth Ridge+ x3, Barroth Scalp x2, Barroth Claw+ x4, Firecell Stone x2	5
	Roscasludge	598		Blue	OO−	-20%	Long Lv3		6	45000	Barroth Cortex x5, Barroth Talon x3, Barroth Chine x4, Eltalite Ore x5	8
	Roscascarp	667		Blue	OO−	-25%	Long Lv4		6	60000	Barroth Crown x2, Barroth Lash x2, Meldspar Ore x5, Marbled Hump x3	8
	Vaskaclast	414	Ic200	Green	O−−	-10%	Normal Lv3	7	4	18000	J.Barroth Ridge+ x5, J.Barroth Tail x3, Gracium x5	4
	Vaskaclast+	437	Ic350	Blue	O−−	-10%	Normal Lv3	9	5	30000	J.Barroth Claw+ x5, J.Barroth Scalp x2, Frozen Glob x5, Dewy Pleura+ x2	6
	Roscaghast	483	Ic450	Blue	O−−	-5%	Normal Lv3		6	45000	J.Barroth Cortex x2, J.Barroth Chine x3, Dazzling Fluid x3	8
	Roscavalance	552	Ic500	Blue	O−−	-5%	Normal Lv4		7	60000	J.Barroth Crown x2, J.Barroth Lash x3, J.Barroth Talon x4, Drenched Pleura x3	9

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Gunlance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	SHOT LV.	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Jaggid Gunlance	230	(Pois. 80)	Yellow	–––	0%	Long Lv1	2	1	3600	G.Jaggi Hide x5, Iron Ore x7, Nitroshroom x5	1
 Jaggid Gunlance+	253	(Pois. 140)	Green	O––	0%	Long Lv1	3	2	5800	G.Wroggi Hide x3, G.Jaggi Claw x2, Machalite Ore x5, Fire Herb x10	2
 Hurricane Gunlance	299	(Pois. 180)	Green	O––	0%	Long Lv2	5	2	8100	G.Baggi Hide x3, King's Frill x2, Dragonite Ore x5, Firestone x2	3
 Princess Panoply (Buy)	345	Pois. 200	Green	O––	0%	Normal Lv3	6	3	21750	Rathian Carapace x5, Rathian Spike+ x3, Inferno Sac x3, Carbalite Ore x5	4
 Princess Panoply	345	Pois. 200	Green	O––	0%	Normal Lv3	6	3	14500	Rathian Carapace x4, Inferno Sac x2, Bathycite Ore x5	4
 Princess Panoply+	391	Pois. 250	Blue	O––	0%	Normal Lv3	8	5	27000	Rathian Carapace x5, Rathian Spike+ x2, Rathian Ruby x1, Scalding Pleura+ x1	5
 Ortlinde	460	Pois. 300	White	O––	0%	Normal Lv4		6	60000	Rathian Shard x5, Rathian Cortex x4, Conflagrant Sac x2, Rathian Surspike x1	8
 Queen's Panoply (Buy)	506	Pois. 380	White	OO–	0%	Normal Lv4		8	105000	G.Rathian Cortex x6, G.Rath Surspikex3, Rath Gleem x5, Rathian Mantle x2	10

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From the Library of Hao Feng

Gunlance		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	SHOT LV.	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Queen's Panoply	506	Pois. 380	White	OO–	0%	Normal Lv4		8	70000	G.Rathian Cortex x4, G.Rath Surspikex2, Rath Gleem x3, Rathian Mantle x1	10
	Shining Ishtar	552	Pois. 450	White	OO–	0%	Normal Lv5		8	115000	G.Rathian Shard x10, G.Rathian Cortex x8, Rathian Mantle x2, Gushing Magma x5	10
	Usurper's Roar	437	Li150	Green	O––	0%	Normal Lv3	9	4	25000	Zinogre Claw+ x4, Fulgurbug x8, Zin Electrofur x2, Zinogre Tail x1	5
	Despot's Phlogiston	483	Li170	Blue	O––	0%	Normal Lv3	9	5	38000	Zinogre Carapace x5, Zinogre Shocker+ x4, I.Lagi Horn+ x2, Zinogre Jasper x1	6
	Oppressor's Skyfall	621	Li280	White	O––	0%	Normal Lv4		7	110000	Zin D-Shocker x4, Zinogre Talon x4, Zinogre Hardhorn x2, Zin Skymerald x1	9
	Brimstren Drakeblood (Buy)	506	(Dr300)	White	O––	0%	Wide Lv3		7	135000	S.Zin Cortex x5, S.Zin Dragonhair x6, S.Zinogre Talonx4, S.Zin Skymerald x1	9
	Brimstren Drakeblood	506	(Dr300)	White	O––	0%	Wide Lv3		7	90000	S.Zin Cortex x4, S.Zin Dragonhair x5, S.Zinogre Talonx3, S.Zin Hardhorn x1	9
	Stygian Avaritia	621	(Dr400)	White	OO–	0%	Wide Lv4		7	110000	S.Zin Hardhorn x3, S.Zin Dragnshell x8, S.Zinogre Lash x3, S.Zin Skymerald x1	9

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Gunlance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	SHOT LV.	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Peco Teepee (Buy)	253	Fi120	Green	–––	0%	Normal Lv1	3	1	7950	Flintstone x3, Vivid Feather x3, Machalite Ore x5, Sharpened Fang x4	2
 Peco Teepee	253	Fi120	Green	–––	0%	Normal Lv1	3	1	5300	Qurupeco Feather x5, Qurupeco Scale x3, Flintstone x2, Iron Ore x5	2
 Peco Teepee+	276	Fi180	Green	–––	0%	Normal Lv2	4	1	7900	Vivid Feather x4, Strange Beak x2, Flame Sac x2	3
 Dreamy Teepee	345	Fi240	Green	OO–	0%	Normal Lv3	6	3	9500	Qurupeco Wing x5, Qurupeco Scale+ x5, Wonderful Beak x2, Firestone x5	4
 Thunder Feather	368	Li350	Green	OO–	10%	Long Lv3	7	4	17500	C.Peco Wing x5, C.Peco Scale+ x3, Voltstone x2, Gracium x4	4
 Thunderbird	391	Li400	Green	OOO	10%	Long Lv3	9	5	31200	C.Peco Wing x8, Thunder Sac x5, Zin Electrofur x5, Indigo Tusks+ x3	6
 Thunder Ark	506	Li450	Blue	OOO	10%	Long Lv3		6	55000	C.Peco Fellwing x5, C.Peco Shard x3, High Voltstone x2, Eltalite Ore x5	8
 Marine Fisher (Buy)	368	Wa200	Green	–––	0%	Long Lv2	7	3	24000	Plesioth Scale+ x4, Plesioth Fin+ x5, Mega Demondrug x2, Burst Arowana x10	4

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Gunlance		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	SHOT LV.	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Marine Fisher	368	Wa200	Green	–––	0%	Long Lv2	7	3	16000	Plesioth Scale+ x4, Plesioth Fin+ x3, Mega Demondrug x1	4
	Abyssal Fisher	414	Wa250	Blue	–––	0%	Long Lv2	8	4	28000	Plesioth Fin+ x4, Plesioth Fang+ x6, Plesioth Head x1, Brilliant Fluid x3	5
	Deep Blue Sea	506	Wa270	Blue	–––	0%	Long Lv3		6	50000	Plesioth Shard x5, Hvy Plesio Fang x3, G.Plesio Shard x4	8
	Leviathan Gunlance	552	Wa290	White	–––	0%	Long Lv3		6	60000	G.Plesio Shard x5, Fine G.Plesi Fin x4, Lrg Wyvern Stone x2	8
	Diviathan Gunlance	598	Wa310	White	–––	0%	Long Lv4		7	75000	Hvy Plesio Fang x5, Fine G.Plesi Fin x4, G.Plesio Shard x8, Fine G.Agnak Fin x3	9
	Felyoshka (Buy)	253	Para. 240	Yellow	OO–	0%	Normal Lv2	4	1	5250	Lightcrystal x10, Pawprint Stamp x2, Voucher x1, Parashroom x10	3
	Felyoshka+	322	Para. 280	Yellow	OO–	0%	Normal Lv3	6	3	14500	Pawprint Stamp x5, Carbalite Ore x5, Bnahabra Spine x3, Bnaha Carapace x4	4
	Felicitous Felyoshka	368	Para. 300	Green	OO–	0%	Normal Lv3	8	4	30000	Pawprint Stamp x10, Carbalite Ore x10, Bnahabra Spine x3, Mystery Slime x4	5

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Gunlance	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	SHOT LV.	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Fang Breaker (Buy)	345	Dr120, Def+8	Green	–––	0%	Normal Lv3	7		25500	Sturdy Fang+ x1, Mohran Carapace x3, Dragonite Ore x8, Firestone x5	4
 Fangdemonium	483	Dr180, Def+12	Blue	–––	0%	Normal Lv4	9		42000	Sturdy Fang+ x2, Mohran Scale+ x5, Earth Dragongem x1, Dewy Pleura+ x4	7
 Jhen Mortalis	575	Dr250, Def+16	White	–––	0%	Normal Lv5		8	130000	H.Jhen Allbrace x4, Deific Fang x2, Ghostly Quartz x2, Earth Drgnsphire x1	10
 Cornpopper (Buy)	276	(Slime 380)	Green	O––	0%	Wide Lv3	6		11250	Heftcorn x3, Carbalite Ore x3, Ivy x10, Inferno Sac x3	4
 Cornpopper+	345	(Slime 440)	Green	O––	0%	Wide Lv3	8		23400	Heftcorn x5, Inferno Sac x5, Mystery Slime x4, Carbalite Ore x10	5
 Mighty Cornpopper	437	(Slime 500)	Blue	O––	0%	Wide Lv5		6	65000	Heftcorn x10, Conflagrant Sac x5, Monster Essence x5, Eltalite Ore x10	8
 Ravenous Gunlance (Buy)	529	(Dr100)	Blue	–––	-10%	Long Lv2	9	5	48000	Deviljho Fang x5, Deviljho Scalp x1, Deviljho Tail x2, Narga Tailspike x3	6
 Insatiable Gunlance	575	(Dr120)	Blue	O––	-10%	Long Lv2		6	85000	Deviljho Talon x5, Deviljho Saliva x5, Deviljho Gem x1, Conqueror's Seal x1	8

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From the Library of Hao Feng

Gunlance		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	SHOT LV.	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Nero's Greed	644	(Dr170)	Blue	O−−	-10%	Long Lv2		7	125000	Deviljho Coat x5, Vile Fang x5, Deviljho Crook x1, S.Zinogre Talonx3	9
	Worn Gunlance (Polished)	253	(Dr50)	Orange	−−−	-70%	Wide Lv2		6	-1000	Ancient Shard (Polished)	8
	Weathered Gunlance	253	(Dr50)	Yellow	−−−	-70%	Wide Lv2		6	5000	Earth Crystal x30, Monster Essence x5, Conqueror's Seal x2	8
	Obelisk	529	Dr380	Blue	−−−	-5%	Wide Lv3		7	50000	Earth Crystal x70, Dragonbone Relic x3, Allfire Stone x3	9
	Deus Obelisk	552	Dr420	Blue	−−−	-5%	Wide Lv4		7	100000	Earth Crystal x99, Dragonbone Relic x5, Conqueror's Seal x5, S.Zinogre Lash x2	9
	Megiddo Forge (Buy)	460	Fi500	Blue	−−−	0%	Wide Lv4		8	120000	Miralis Scale x5, Miralis Fireback x3, Miarlis Smelter x1, Miralis Evil Eye x1	10
	The Disasualty	506	Fi620	White	−−−	0%	Wide Lv5		8	145000	Miralis Fireclaw x4, Immortal Heart x2, Dire Dragongem x1, Elder Dragonbone x5	10

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Switch Axe	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	PHIAL	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Bone Axe (Buy)	368	(Fi50)	Yellow	–––	0%	Power	1	1	1500	Monster Bone S x3, Machalite Ore x1, Monster Fluid x1	1
 Bone Axe+	414	(Fi50)	Yellow	–––	0%	Power	1	1	2000	Earth Crystal x3, Machalite Ore x2, Carpenterbug x2	1
 Bone Smasher	460	(Fi80)	Green	–––	0%	Power	3	1	3000	Jumbo Bone x3, Machalite Ore x3, Killer Beetle x5	1
 Assault Axe	552	[Para. 80]	Green	–––	-10%	Paralysis	3	1	4000	Barroth Shell x5, Barroth Claw x3, Thunderbug x5	2
 Assault Axe+	598	[Para. 80]	Green	–––	-10%	Paralysis	4	1	9200	Barroth Scalp x3, Barroth Ridge x2, Paralysis Sac x2	3
 Blitzkrieg	644	[Para. 80]	Green	–––	-10%	Paralysis	5	2	12600	Barroth Shell x5, Barroth Claw x3, Firestone x3, Uragaan Shell x3	3
 Blitzkrieg+	736	[Para. 100]	Green	–––	-15%	Paralysis	6	3	17700	Barroth Carapace x5, Barroth Claw+ x3, Firestone x5	4
 Bastion Blitz	828	[Para. 100]	Blue	O––	-15%	Paralysis	8	4	25000	Barroth Ridge+ x5, Uragaan Carapace x3, Omniplegia Sac x3	5

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Switch Axe		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	PHIAL	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Hidden Axe (Buy)	874	[Pois. 120]	Blue	O––	30%	Poison	9	5	43500	Narga Razor x5, Nargacuga Pelt+ x5, Nargacuga Tail x2, Narga Medulla x1	6
	Hidden Axe	874	[Pois. 120]	Blue	O––	30%	Poison	9	5	29000	Narga Razor x5, Nargacuga Pelt+ x3, Nargacuga Tail x1, Monster Hardbone x2	6
	Night's Crescent	920	[Pois. 150]	White	O––	30%	Poison		7	75000	Narga Razor+ x3, Nargacuga Shard x5, Narga Medulla x2, Monster Slogbone x3	9
	Avidya Axe	966	[Pois. 300]	White	OO–	50%	Poison		7	85000	Narga Razor+ x5, Nargacuga Fur x3, Nargacuga Lash x3, Nargacuga Mantle x1	9
	Eclipse Axe (Buy)	1104	[Pois. 200]	Purple	O––	30%	Poison		HR40	141750	L.Narga Shard x7, L.Narg Tailspear x4, L.Narga Dapples x5, Cloudy Moonshard x1	10
	Eclipse Axe	1104	[Pois. 200]	Purple	O––	30%	Power		HR40	94500	L.Narga Shard x6, L.Narg Tailspear x4, L.Narga Dapples x4, Hvy L.Narga Fang x3	10
	Mizar's Asterism	1150	[Pois. 240]	Purple	O––	30%	Power		HR40	135000	L.Narga Razor x6, Hvy L.Narga Fang x5, Nargacuga Mantle x1, Cloudy Moonshard x1	10
	Tyrannos (Buy)	1012	[Dr50]	Green	–––	-5%	Power	9	5	48000	Deviljho Fang x5, Deviljho Talon x3, Deviljho Tail x2, A.Rath Scale+ x5	6

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Switch Axe	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	PHIAL	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Tyrannos	1012	[Dr50]	Green	---	-5%	Dragon	9	5	32000	Deviljho Fang x3, Deviljho Talon x2, Deviljho Tail x1, A.Rath Scale+ x3	6
 Terror Tyrannos	1104	[Dr60]	Green	---	-5%	Dragon		6	85000	Deviljho Hide x5, Deviljho Saliva x5, Deviljho Gem x1, Conqueror's Seal x1	8
 Saligia Vileaxe	1196	[Dr80]	Green	---	-5%	Dragon		8	105000	Deviljho Coat x5, Black Blood x3, Deviljho Ripper x2, H.Jhen Allbrace x2	9
 Saligia Enderaxe	1288	[Dr100]	White	---	-5%	Dragon		8	125000	Vile Fang x4, Black Blood x5, Deviljho Crook x1, Elder Dragonbone x3	10
 Bolt Axe (Buy)	598	Li80	Green	---	0%	Element	4	2	14250	Shell Shocker x3, Lagiacrus Horn x2, Lagiacrus Scale x4, Monster Bone+ x2	3
 Bolt Axe	598	Li80	Green	---	0%	Element	4	2	9500	Lagiacrus Tail x1, Lagiacrus Claw x3, Lagiacrus Hide x4, Monster Bone+ x1	3
 Bolt Axe+	690	Li90	Green	---	0%	Element	5	2	15500	Shell Shocker x3, Lagiacrus Scale x5, Hercudrome x3, Lagiacrus Plate x1	3
 High Bolt Axe	736	Li100	Green	---	0%	Element	6	3	22000	Voltstone x2, Lagiacrus Horn x3, Shell Shocker x5, Monster Keenbone x4	4

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Switch Axe	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	PHIAL	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Volt Axe	920	Li120	Green	–––	0%	Element	8	4	30000	Shell Shocker+ x5, Lagiacrus Claw+ x5, Diablos Ridge x5	5
 Megavolt Axe	966	Li130	Blue	–––	0%	Element	9	5	40000	Lagiacrus Horn+ x4, Lagiacrus Hide+ x7, Lagia Sapphire x1, A.Rathalos Tail x2	6
 Neo Bolt Axe	1104	Li140	Blue	–––	0%	Element		7	75000	Lagiacrus Flail x1, I.Lagi Scale+ x5, I.Lagi D-Shocker x3, Lagiacrus Talon x5	9
 Remiel Whitebolt	1150	Li320	White	O––	0%	Element		7	105000	Lagiacrus Mantle x1, I.Lagi Piel x8, I.Lagi Hardhorn x3, I.Lagi D-Shocker x5	9
 Nether Direaxe (Buy)	1196	Li160	White	–––	0%	Power		HR70	148500	A.Lagi Shard x8, Lagiacrus Talon x5, A.Lagi Hardhorn x2, A.Lagi Dynamo x1	10
 Nether Direaxe	1196	Li160	White	–––	0%	Power		HR70	99000	A.Lagi Shard x5, Lagiacrus Talon x3, A.Lagi Hardhorn x1, Zin Skymerald x1	10
 Nether Excellion	1196	Li180	White	–––	10%	Power		HR70	140000	A.Lagi Piel x8, A.Lagi D-Shocker x5, S.Zin Skymerald x1, A.Lagi Dynamo x1	10
 Arzuros Axe	460	[Pois. 120]	Yellow	–––	0%	Poison	2	1	3100	Arzuros Brace x1, Arzuros Pelt x2, Machalite Ore x3	1

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Switch Axe	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	PHIAL	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Arzuros Axe+	506	[Pois. 150]	Yellow	– – –	0%	Poison	3	1	7600	Arzuros Shell x4, Pelagicite Ore x5, Barroth Shell x3, Carpenterbug x10	2
 Arzuros Massifax	552	[Pois. 180]	Green	– – –	0%	Poison	5	2	11700	Arzuros Shell x6, Dragonite Ore x4, Monster Bone+ x3	3
 Arzuros Revelax	690	[Pois. 200]	Green	– – –	0%	Poison	6	3	15400	Arzuros Brace+ x3, Arzuros Pelt+ x5, Stoutbone x3, King Scarab x3	4
 Dios Axe (Buy)	874	Slime 220	Green	– – –	0%	Power	8	4	30000	Brach Carapace x5, Brach Ebonshell x3, Brach Scalp x2, Brachydios Tail x1	5
 Dios Axe	874	Slime 220	Green	– – –	0%	Power	8	4	20000	Brach Carapace x3, Brach Ebonshell x2, Brach Scalp x1, Mystery Slime x3	5
 Dios Axe+	1012	Slime 250	Blue	– – –	0%	Power	9	5	37000	Brach Pounder x2, Mystery Slime x5, Brachydios Gem x1, A.Rath Carapace x5	6
 Demolition Axe	1150	Slime 280	Blue	– – –	0%	Power		7	75000	Brach Cortex x5, Brach Ebonshell+ x4, Brach Scalp+ x1, Allfire Stone x5	9
 Brisant Demolisher	1196	Slime 300	White	– – –	0%	Power		7	90000	Glowing Slime x8, Brach Pounder+ x2, Brach Pallium x1, S.Uragaan Scute x5	9

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Switch Axe	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	PHIAL	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Amber Slash (Buy)	598	Ic120	Green	– – –	10%	Element	5	2	13800	Amber Tusks x3, Barioth Tail x3, Barioth Spike x3, Dragonite Ore x5	3
 Amber Slash	598	Ic120	Green	– – –	10%	Element	5	2	9200	Amber Tusks x1, Barioth Tail x2, Isisium x4	3
 Amber Slash+	644	Ic150	Green	– – –	10%	Element	6	3	17700	Barioth Shell x5, Frost Sac x3, Carbalite Ore x5, Avian Finebone x6	4
 Amber Hoarfrost	828	Ic180	Blue	– – –	15%	Element	8	4	25500	Amber Tusks+ x4, Barioth Carapace x5, Barioth Tail x3, Freezer Sac x3	5
 Galefrost	920	Ic320	White	– – –	20%	Element		6	60000	Barioth Fur x5, Hvy Amber Tusks x2, Lagombi Auricle x2, Eltalite Ore x3	8
 Giga Galefrost	1012	Ic350	White	– – –	25%	Element		7	65000	Barioth Talon x4, Barioth Cortex x5, G.Agnak Piel x3, Meldspar Ore x5	9
 Azurite Slash Axe	874	[Para. 180]	White	– – –	10%	Paralysis	9	5	31500	Indigo Tusks+ x1, S.Barioth Tail x3, Rugged Pleura x3, Gracium x10	6
 Gale Azurite	966	[Para. 220]	White	– – –	15%	Paralysis		7	60000	Hvy Indigo Tusks x2, S.Barioth Cortex x5, S.Barioth Lash x2, Purecrystal x3	9

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From the Library of Hao Feng

Switch Axe	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	PHIAL	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Giga Gale Azurite	1012	[Para. 250]	Purple	– – –	20%	Paralysis		7	65000	S.Barioth Talon x3, S.Barioth Fur x4, Rugged Pleura+ x3, G.Narg Tailspear x3	9
 Pecospander	552	Fi120	Green	– – –	0%	Element	3	1	5300	Qurupeco Feather x4, Strange Beak x1, Flintstone x2, Monster Bone M x1	2
 Pecospander+	690	Fi150	Green	– – –	0%	Element	5	2	8800	Qurupeco Scale x5, Monster Bone+ x3, Rathalos Webbing x2	3
 Qurupexspander	736	Fi170	Green	– – –	0%	Element	7	4	12400	Qurupeco Wing x4, Wonderful Beak x3, Qurupeco Scale+ x5, Rare Scarab x3	4
 Motor Burst (Buy)	874	Fi200, Def+10	Green	– – –	0%	Element	8	4	32250	Uragaan Carapace x5, Uragaan Jaw x3, Lava Nugget x4, Carbalite Ore x5	5
 Motor Burst	874	Fi200, Def+10	Green	– – –	0%	Element	8	4	21500	Uragaan Carapace x2, Uragaan Scale+ x5, Monster Keenbone x3	5
 Motor Burst+	966	Fi230, Def+16	Green	– – –	0%	Element	9	5	31000	Uragaan Ruby x1, Uragaan Scute x7, Firecell Stone x4, A.Rath Carapace x3	6
 Gigant Burst	1012	Fi250, Def+26	Blue	– – –	0%	Element		7	70000	S.Uragaan Cortex x4, S.Uragaan Shard x5, Uragaan Jaw+ x2, Lrg Wyvern Stone x2	9

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Switch Axe		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	PHIAL	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Giganceladus	1196	Fi280, Def+30	Blue	–––	0%	Element		7	80000	S.Uragaan Jaw+ x3, S.Uragaan Scute+ x5, Uragaan Pallium x1, Diablos Hardhorn x1	9
	Sparqlepeco	690	Li170	Green	OO–	5%	Element	6	3	17500	C.Peco Wing x3, Wonderful Beak x1, Voltstone x3, Monster Keenbone x2	4
	Peco Volt	828	Li200	Blue	OO–	5%	Element	8	4	27700	C.Peco Scale+ x5, Wonderful Beak x2, Shell Shocker+ x2, Monster Hardbone x2	5
	Peco Glitz	1012	Li250	Blue	OO–	10%	Element		6	55000	C.Peco Fellwing x3, High Voltstone x3, Vivid Feather x10, Alluring Beak x2	8
	Wild Axe (Buy)	460	[Exhaust 50]	Yellow	–––	0%	Exhaust	2	1	1500	Warm Pelt x5, Monster Bone M x3, Iron Ore x2	1
	Wild Axe+	598	[Exhaust 50]	Yellow	–––	0%	Exhaust	6	2	4000	Monster Bone+ x1, Bullfango Pelt x3, Bullfango Tusk x2	3
	Ground Dasher (Buy)	644	[Exhaust 80]	Green	–––	0%	Exhaust	4	1	11700	Barroth Shell x3, Gobul Spike x3, Monster Bone+ x4, Monster Bone L x4	3
	Ground Dasher	644	[Exhaust 80]	Green	–––	0%	Exhaust	6	2	7800	Bullfango Tusk x3, Bullfango Head x1, Lava Nugget x2, Monster Bone+ x2	3

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Switch Axe	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	PHIAL	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Heavy Divider	690	[Exhaust 80]	Green	–––	0%	Exhaust	6	3	11000	Duram Tailcase x3, Duramboros Horn x1, Duram Mossplate x3, Carbalite Ore x5	4
 Heavy Divider+	736	[Exhaust 200]	Blue	O––	0%	Exhaust	7	4	14500	Duram Tailbone x5, Duramboros Hump x3, Duramboros Shell x5, Fucium Ore x3	4
 Grunhart	920	[Exhaust 230]	Blue	O––	0%	Exhaust	9	5	36500	Duram Carapace x5, Duramboros Hump x5, Duram Sacrum x1, A.Rath Scale+ x5	6
 Hartschlagen	1058	[Exhaust 250]	White	OO–	0%	Exhaust		6	60000	R.Duram Shell x4, Marbled Hump x5, R.Duram Plate x4, Eltalite Ore x5	8
 Nainokami	1242	[Exhaust 280]	White	OO–	0%	Exhaust		7	70000	R.Duram Hardtail x5, Duram Hardhorn x3, Durambolite x1, B.Diablos Chine x5	9
 Axe Semper Tyrannis	782	[Exhaust 80]	Green	–––	-5%	Exhaust	6	3	17000	Diablos Ridge x3, Diablos Tailcase x2, Carbalite Ore x5	4
 Grand Chaos	1012	[Exhaust 100]	Green	–––	-5%	Exhaust	8	4	23000	Diablos Ridge x5, Diablos Carapace x4, Majestic Horn x2, Diablos Medulla x1	5
 Axe of Gaia	1334	[Exhaust 360]	Blue	–––	-10%	Exhaust		7	70000	Diablos Cortex x4, Diablos Chine x8, Stout Horn x3, Eltalite Ore x10	9

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Switch Axe		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	PHIAL	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Axe of Thanatos	1058	[Para. 100]	Green	O––	-20%	Paralysis	9	5	32000	B.Diablos Ridge+ x4, Blackcurl Horn x2, Diablos Medulla x2, Fucium Ore x5	6
	Axe of Demons	1196	[Para. 120]	Blue	O––	-20%	Paralysis		7	60000	B.Diablos Cortex x5, Diablos Medulla x3, Diablos Hardtail x3, Stout Horn x3	9
	Axe of Hades	1288	[Para. 150]	Blue	O––	-20%	Paralysis		7	70000	B.Diablos Chine x5, Diablos Hardhorn x1, S.Uragaan Scute+ x3, Monster Slogbone x4	9
	Fire Tempest (Buy)	874	Fi80	Green	O––	5%	Power	8	5	39000	Agnaktor Claw+ x6, Agnaktor Tail x3, Uroktor Scale+ x7, Firecell Stone x3	5
	Fire Tempest	874	Fi80	Green	O––	5%	Power	8	5	26000	Agnaktor Claw+ x5, Uroktor Scale+ x7, Firecell Stone x3	5
	Flame Tempest	1104	Fi150	Blue	O––	10%	Power		7	85000	Agnaktor Talon x5, Supple Piel x7, Allfire Stone x3	9
	Helstrong Firebath	1150	Fi180	Blue	O––	10%	Power		7	95000	Agnaktor Talon x5, Fine Agnak Fin x4, Scorching Pleura x3, Lrg Wyvern Stone x3	9
	Liquid Storm	966	Wa80	Blue	O––	15%	Power	9	5	37000	G.Agnak Beak x3, G.Agnak Tail x2, G.Agnak Fin+ x3	6

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Switch Axe	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	PHIAL	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Aqua Tempest	1058	Wa150	Blue	O––	20%	Power		7	85000	G.Agnak Talon x5, Drenched Pleura x3, Dazzling Fluid x4	9
 Helstrong Deluge	1104	Wa200	Blue	O––	20%	Power		7	95000	Fine G.Agnak Fin x5, G.Agnak Piel x3, G.Agnak Cortex x4, Lrg Wyvern Stone x3	9
 Binding Roller	644	Para. 100	Green	O––	0%	Element	5	2	9800	Volvidon Shell x4, Volvidon Claw x3, Paralysis Sac x1, Monster Bone+ x3	3
 Binding Roller+	736	Para. 120	Green	O––	0%	Element	7	3	16300	Volvi Carapace x4, Volvi Rickrack x5, Gobul Spike+ x2	4
 Vermilingua	874	Para. 150	Green	OO–	0%	Element	8	4	20500	Volvidon Claw+ x3, Volvi Carapace x4, Lagiacrus Hide+ x3, Monster Keenbone x5	5
 Vermilion Bloodaxe	1058	Para. 180	Green	OO–	0%	Element		6	50000	Volvidon Cortex x4, Volvidon Talon x3, B.Giggi Piel x3, Gobul Surspike x2	8
 Usurper's Downpour (Buy)	828	Li220	Green	O––	0%	Power	9	4	37500	Zinogre Shocker+ x4, Zinogre Tail x1, Zinogre Carapace x4, Zin Electrofur x3	5
 Usurper's Downpour	828	Li220	Green	O––	0%	Power	9	4	25000	Zinogre Shocker+ x3, Zinogre Carapace x3, Zin Electrofur x2	5

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Switch Axe		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	PHIAL	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Despot's Cloudburst	966	Li240	Green	O––	0%	Power	9	5	38000	Zinogre Shocker+ x5, Zinogre Carapace x5, Zinogre Jasper x1, l.Lagi Horn+ x2	6
	Brimstren Drakefang	1058	Dr240	Blue	O––	0%	Power		7	90000	S.Zin Hardhorn x2, S.Zin Cortex x4, S.Zin Dragonhair x5, Dracophage Bug x5	9
	Stygian Vanagloria	1196	Dr260	Blue	O––	0%	Power		7	110000	S.Zinogre Talonx3, S.Zin Dragnshell x4, S.Zin Skymerald x1, S.Zin Cortex x5	9
	Ludroth Axe	506	Wa120	Yellow	–––	0%	Element	3	1	3500	Spongy Hide x3, R.Ludroth Claw x2, R.Ludroth Tailx1	2
	Ludroth Axe+	644	Wa150	Green	–––	0%	Element	5	2	7500	R.Ludroth Crest x3, R.Ludroth Scale x8, Nibelsnarf Claw x3	3
	Splish Splax	690	Wa200	Green	–––	0%	Element	6	3	10500	Spongy Hide+ x3, R.Ludroth Scale+ x5, R.Ludroth Claw+ x3, R.Ludroth Crest+ x2	4
	Demonbind (Buy)	736	Wa230, Def+8	Blue	–––	5%	Element	7		38250	Sturdy Fang+ x3, Mohran Carapace x6, Mohran Scale+ x5	4
	Demonbind	736	Wa230, Def+8	Blue	–––	5%	Element	7		25500	Sturdy Fang+ x2, Mohran Carapace x4, Mohran Scale+ x5	4

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Switch Axe	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	PHIAL	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Grand Demonbind	828	Wa270, Def+12	Blue	–––	5%	Element	9		42000	Mohran Carapace x5, Mohran Brace+x3, Earth Dragongem x1, B.Diablos Ridge+ x5	7
 Celestial Demonbind	1058	Wa450, Def+16	White	–––	5%	Element		DLC	130000	Deific Fang x4, Deviljho Crook x1, Mohran Rockskin x5, Earth Drgnsphire x1	10
 Finslash	736	Slp. 150	Green	O––	0%	Power	7	4	17000	Plesioth Scale+ x4, Plesioth Fin+ x3, Coma Sac x3	4
 Finslash+	828	Slp. 200	Green	O––	0%	Power	8	4	36000	Plesioth Fang+ x6, Plesioth Head x1, Coma Sac x3, Lagiacrus Hide+ x3	5
 Mega Rhipidon	966	Slp. 220	White	O––	0%	Power		6	75000	Hvy Plesio Fang x5, Fine G.Plesi Fin x4, G.Plesio Shard x5, Coma Sac x6	8
 Dragonmaiden Axe (Buy)	598	Pois. 100	Green	–––	0%	Element	4	2	14250	Rathian Shell x5, Rathian Scale x5, Rathian Spike x4, Venom Gland x1	3
 Dragonmaiden Axe	598	Pois. 100	Green	–––	0%	Element	4	1	9500	Rathian Shell x3, Rathian Spike x2, Machalite Ore x4	3
 Dragonmaiden Axe+	644	Pois. 160	Green	–––	0%	Element	5	2	14500	Rathian Webbing x2, Rath Talon x4, Lava Nugget x4, Rathian Plate x1	3

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Switch Axe	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	PHIAL	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Gríðr's Landmaker	736	Pois. 210	Green	–––	0%	Element	7	4	21500	Rathian Carapace x3, Rathian Spike+ x2, Rare Scarab x4, Carbalite Ore x4	4
 Gríðr's Landforger	920	Pois. 240	Blue	–––	0%	Element	9	5	34000	Rathian Scale+ x5, Rathian Spike+ x3, Rathian Ruby x1, S.Barioth Claw+ x3	6
 Azure Rose	1104	Pois. 320	White	–––	0%	Element		7	70000	A.Rath Cortex x4, P.Rathian Cortex x4, A.Rathalos Lash x2, Rathian Surspike x1	9
 Azure Rosebloom	1196	Pois. 360	White	–––	0%	Element		7	115000	P.Rathian Cortex x5, A.Rath Cortex x5, Rathian Mantle x1, Rathalos Mantle x1	9
 Rough Edge (Buy)	552	[Dr150]	Green	O––	0%	Dragon	4	1	9999	Lightcrystal x2, Pelagicite Ore x10, Monster Fluid x5	3
 Tough Break	598	[Dr180]	Green	OO–	5%	Dragon	5	2	15000	Firestone x4, Dragonite Ore x8, Rathian Shell x4	3
 Soulbreaker	644	[Dr200]	Green	OOO	10%	Dragon	6	6	20000	Carbalite Ore x10, Monster Keenbone x5, Luminous Organ x3	4
 Soulcrusher	920	[Dr250]	Blue	OOO	15%	Dragon		6	50000	Purecrystal x2, Dragonbone Relic x3, Lrg Wyvern Stone x3	8

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Switch Axe	ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	PHIAL	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
 Helios Crusher	1012	[Dr280]	White	○○○	15%	Dragon		6	60000	Purecrystal x5, Dragonbone Relic x5, Lrg Wyvern Stone x3, Monster Slogbone x3	8
 Grim Cat (Buy)	598	Para. 220	Green	○○–	0%	Power	6	3	14850	Carbalite Ore x3, Pawprint Stamp x2, King Scarab x3, Parashroom x5	4
 Grimmig Katze	690	Para. 270	Green	○○○	0%	Power	8	4	22200	Pawprint Stamp x3, Firecell Stone x2, Omniplegia Sac x3	5
 Felyne Fatality	782	Para. 300	Blue	○○○	0%	Power		6	60000	Conqueror's Seal x1, Pawprint Stamp x5, Eltalite Ore x5, Prized Stomach x5	8
 Inceadeus	690	Wa150	Green	–––	0%	Power	6		24000	Ceadeus Fur x2, Crooked Horn x2, Luminous Organ x2, Carbalite Ore x3	4
 Great Inceadeus	1058	Wa170	Blue	–––	0%	Power	9		45000	Ceadeus Tail x3, Ceadeus Hide x7, Deep Dragongem x1, l.Lagi Horn+ x2	7
 Ceadeed Axe	1242	Wa180	White	–––	0%	Power		7	100000	Luminous Organ x10, G.Ceadeus Fur x5, Lagiacrus Mantle x1, Dark Dragongem x1	9
 Dark Switch Axe (Buy)	920	Dr320	White	–––	0%	Element	9	DLC	75000	Alatreon Talon x4, Brk Skypiercer x4, ElderDragonBlood x3	7

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Switch Axe		ATTACK	SPECIAL	MAX SHARPNESS	SLOTS	AFFINITY	PHIAL	VILLAGE	TAVERN	COST	INGREDIENTS	RARITY
	Black Harvest	1012	Dr450	Purple	– – –	0%	Element		DLC	100000	Alatreon Pallium x5, Skypiercer x2, Azure Dragongem x1, Alatreo Direwing x2	10
	Altheos Voracion	1056	Dr500	Purple	– – –	0%	Element		DLC	150000	Conqueror's Seal x5, Skyswayer x2, Alatreo Diretail x2, Azure Drgnsphire x1	10
	Megiddo Crest (Buy)	920	Fi390	Blue	– – –	0%	Element		8	120000	Miralis Scale x5, Miralis Fireclaw x3, Gushing Magma x1, Immortal Heart x1	10
	The Crimsidian	1012	Fi460	White	– – –	0%	Element		8	145000	Miralis Fireback x5, Miralis Smelter x3, Dire Dragongem x1, Elder Dragonbone x5	10

Light Bowgun		ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	RAPID FIRE	RARITY	COST	INGREDIENTS
	Cross Bowgun	104	0%	– – –	Average	Average	Normal	0	1	1	None	1	1050	Iron Ore x3, Bone x2
	Cross Bowgun+	130	0%	– – –	Average	Average	Normal	0	1	1	Pellet S Lv1 x3	1	1850	Bone x3, Iron Ore x4, Monster Bone S x3
	Cross Blitz	156	0%	– – –	Average	Average	Normal	0	2	1	Pellet S Lv1 x3	1	2700	Jumbo Bone x2, Iron Ore x6, Machalite Ore x4

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Light Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADINESS	DEFENSE	VILLAGE	TAVERN	RAPID FIRE	RARITY	COST	INGREDIENTS
 Hunter's Rifle (Buy)	221	0%	OO–	Average	Average	Normal	0	6	3	Pellet S Lv1 x3	4	18000	Carbalite Ore x5, Stoutbone x4, Hercudrome x5
 Hunter's Rifle	221	0%	OO–	Average	Average	Normal	0	6	3	Pellet S Lv1 x3	4	12000	Carbalite Ore x3, Stoutbone x2, Killer Beetle x10
 Sniper Shot	247	0%	OO–	Average	Average	Normal	0	8	4	Pellet S Lv1 x3	5	25000	Firecell Stone x2, Monster Hardbone x4, Hercudrome x5
 Sniper Ascension	299	0%	OO–	Average	Average	Normal	0		7	Normal S Lv1 x5, Pellet S Lv1 x3	8	65000	Eltalite Ore x5, Massive Bone x4, Maiden Butterfly x2
 Barro Barrel (Buy)	182	0%	O––	Slower	Average	Left/Right: Slight	10	3	1	Pellet S Lv1 x3	2	5850	Barroth Scalp x3, Barroth Shell x4, Machalite Ore x6
 Barro Barrel	182	0%	O––	Slower	Average	Left/Right: Slight	10	3	1	Pellet S Lv1 x3	2	3900	Barroth Shell x3, Barroth Ridge x2, Machalite Ore x4
 Barro Barrel+	208	0%	O––	Slower	Average	Left/Right: Slight	12	5	2	Pellet S Lv1 x3	3	9400	Barroth Scalp x2, Barroth Claw x4, Uragaan Scute x3
 Barrozooka	247	0%	O––	Slower	Average	Left/Right: Slight	14	6	3	Pellet S Lv1 x3, Pellet S Lv2 x2	4	15000	Barroth Carapace x4, Barroth Claw+ x4, Lava Nugget x5

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Light Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	RAPID FIRE	RARITY	COST	INGREDIENTS
 Aurora Flare	273	0%	O––	Slower	Average	Left/Right: Large	16	8	4	Pellet S Lv1 x3, Pellet S Lv2 x2, Freeze S x3	5	30000	J.Barr Carapace x4, J.Barroth Claw+ x4, Uragaan Carapace x3
 Avalauncher	299	0%	O––	Slower	Slightly less	Left/Right: Large	18	9	5	Pellet S Lv1 x3, Pellet S Lv2 x2, Freeze S x3	6	45000	J.Barroth Scalp x2, Frozen Glob x2, G.Agnak Carapace x4
 Glacialahti	325	0%	O––	Slower	Slightly less	Left/Right: Large	20		6	Pellet S Lv1 x3, Pellet S Lv2 x2, Freeze S x3, Exhaust S Lv1 x3	8	60000	J.Barroth Cortex x4, J.Barroth Lash x2, J.Barroth Talon x3, Purecrystal x1
 Arctica Cannon	351	0%	O––	Slower	Slightly less	Left/Right: Large	22		7	Pellet S Lv1 x3, Pellet S Lv2 x2, Freeze S x3, Exhaust S Lv1 x3	7	60000	J.Barroth Crown x2, J.Barroth Chine x4, Frozen Glob x5, G.Agnak Cortex x5
 Dios Blaster (Buy)	195	0%	O––	Slightly faster	Average	Left: Slight	0	8	4	Flaming S x3, Slime S x2	5	36000	Brach Carapace x5, Brach Scalp x1, Brachydios Tail x2, Mystery Slime x5
 Dios Blaster	195	0%	O––	Slightly faster	Average	Left: Slight	0	8	4	Flaming S x3, Slime S x2	5	24000	Brach Carapace x4, Brach Pounder x3, Brachydios Tail x1
 Dios Blaster+	234	0%	O––	Slightly faster	Average	Left: Slight	0	9	5	Flaming S x3, Slime S x2	6	37000	Brach Scalp x2, Brach Ebonshell x4, Brachydios Gem x1, S.Uragaan Scute x4
 Demolition Gun	286	0%	O––	Slightly faster	Average	Left: Slight	10		7	Flaming S x3, Slime S x2	9	75000	Brach Cortex x4, Brach Ebonshell+ x3, Glowing Slime x5, Brach Scalp x2

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Light Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADINESS	DEFENSE	VILLAGE	TAVERN	RAPID FIRE	RARITY	COST	INGREDIENTS
 Ballista Demolisher	338	0%	O––	Slightly faster	Average	Left: Slight	12		7	Flaming S x3, Slime S x2	9	90000	Brach Pounder+ x2, Brach Scalp+ x2, Brach Pallium x1, Narga Tailspear x4
 Jaggid Fire (Buy)	143	0%	–––	Average	Average	Left: Slight	0	2	1	Pierce S Lv1 x3	1	3300	King's Frill x1, G.Jaggi Claw x5, Iron Ore x4, Bone x4
 Jaggid Fire	143	0%	–––	Average	Average	Left: Slight	0	2	1	Pierce S Lv1 x3	1	2200	G.Jaggi Claw x3, G.Jaggi Hide x2, Jaggi Scale x4, Bird Wyvern Fang x3
 Bandit Fire	169	10%	–––	Average	Average	Left: Slight	0	3	2	Pierce S Lv1 x3, Poison S Lv1 x3	2	3830	King's Beak x1, G.Jaggi Hide x4, G.Wroggi Brace x3
 Bandit's Rage	208	10%	–––	Average	Average	Left: Slight	0	5	2	Pierce S Lv1 x3, Poison S Lv1 x3, Sleep S Lv1 x2	3	5730	King's Crest x1, G.Jaggi Hide x5, G.Baggi Claw x3, Vivid Fluid x2
 Royal Launcher	143	0%	–––	Average	Average	Normal	0	2	1	Water S x3	1	2500	Immature Sponge x3, Hydro Hide x4, Iron Ore x4
 Royal Turrent (Buy)	182	0%	–––	Average	Average	Normal	0	3	1	Water S x3	2	7500	Spongy Hide x4, R.Ludroth Claw x5, R.Ludroth Crest x1, Machalite Ore x4
 Royal Turrent	182	0%	–––	Average	Average	Normal	0	3	1	Water S x3	2	5000	Spongy Hide x3, R.Ludroth Claw x3, Monster Bone S x4

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Light Bowgun		ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	RAPID FIRE	RARITY	COST	INGREDIENTS
	Royal Inundation	208	0%	–––	Average	Average	Normal	0		6	Water S x3	4	8000	Spongy Hide+ x2, R.Ludroth Crest+ x3, R.Ludroth Scale+ x6, Hydro Hide+ x3
	Maelstrom (Buy)	234	0%	O––	Slightly faster	Slightly less	Normal	0	7	3	Water S x3, Para S Lv1 x2	4	24000	Plesioth Scale+ x5, Plesioth Fin+ x3, Bathycite Ore x5, King Scarab x5
	Maelstrom	234	0%	O––	Slightly faster	Slightly less	Normal	0	7	3	Water S x3, Para S Lv1 x2	4	16000	Plesioth Scale+ x4, Plesioth Fin+ x3, Bathycite Ore x4, King Scarab x3
	Maelstrom+	273	0%	O––	Slightly faster	Slightly less	Normal	0	8	4	Water S x3, Para S Lv1 x2	5	28000	Plesioth Scale+ x6, Plesioth Fin+ x4, Plesioth Head x1, Nibelsnarf Hide+ x4
	Plesioth Drencher	338	0%	O––	Slightly faster	Slightly less	Normal	0		6	Water S x3, Para S Lv1 x2	8	75000	Hvy Plesio Fang x3, Fine Plesio Fin x6, Plesioth Shard x8, Lrg Wyvern Stone x1
	Jade Storm (Buy)	299	0%	O––	Slightly faster	Average	Right: Slight	0		6	Water S x3, Sleep S Lv1 x2, Sub S Lv1 x2	8	82500	G.Plesio Shard x6, Fine G.Plesi Fin x4, Bathycite Ore x10, Blue Cutthroatx10
	Jade Storm	299	0%	O––	Slightly faster	Average	Right: Slight	0		6	Water S x3, Sleep S Lv1 x2, Sub S Lv1 x2	8	55000	G.Plesio Shard x4, Fine G.Plesi Fin x3, Hrd Ples Webbing x5
	Jade Tempest	325	0%	O––	Slightly faster	Average	Right: Slight	0		7	Water S x3, Sleep S Lv1 x2, Sub S Lv1 x2	9	75000	G.Plesio Shard x6, Fine G.Plesi Fin x4, Uber Plesio Head x1, Drenched Pleura x5

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Light Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADINESS	DEFENSE	VILLAGE	TAVERN	RAPID FIRE	RARITY	COST	INGREDIENTS
 Gobul Shooter (Buy)	182	0%	– – –	Average	Average	Normal	0	4	1	Normal S Lv2 x3, Para S Lv1 x2	3	9000	Gobul Hide x5, Gobul Spike x4, Paralysis Sac x4, Pelagicite Ore x5
 Gobul Shooter	182	0%	– – –	Average	Average	Normal	0	4	1	Normal S Lv2 x3, Para S Lv1 x2	3	6000	Gobul Hide x4, Gobul Spike x3, Paralysis Sac x3
 Crimson Angler	208	0%	– – –	Average	Average	Normal	0	6	3	Normal S Lv2 x3, Para S Lv1 x2	4	12000	Gobul Whisker x5, Gobul Fin x4, Gobul Lantern x1, Carbalite Ore x4
 Crimson Angler+	247	0%	– – –	Average	Average	Normal	0	8	4	Normal S Lv2 x3, Para S Lv1 x2	5	23000	Gobul Fin+ x4, Gobul Spike+ x5, Gobul Lantern+ x1, Brilliant Fluid x3
 Zhen Angler	286	0%	– – –	Average	Average	Normal	0		6	Normal S Lv2 x3, Para S Lv1 x2, Sub S Lv1 x2	8	50000	Gobul Piel x4, Gobul Surspike x5, Gobul Beacon x1, Eltalite Ore x5
 Gobul Ganador	312	0%	– – –	Average	Average	Normal	0		6	Normal S Lv2 x3, Para S Lv1 x2, Sub S Lv1 x2	8	60000	Gobul Kingwhiskr x3, Fine Gobul Fin x5, Lrg Wyvern Stone x1, Monster Slogbone x3
 Poison Stinger (Buy)	169	-10%	O – –	Slightly faster	Slightly less	Right: Slight	0	4	2	Pellet S Lv1 x3, Poison S Lv1 x3	3	14250	Gigginox Hide x6, Uncanny Hide x3, Gigginox Claw x4, Monster Bone M x4
 Poison Stinger	169	-10%	O – –	Slightly faster	Slightly less	Right: Slight	0	4	2	Pellet S Lv1 x3, Poison S Lv1 x3	3	9500	Gigginox Hide x4, Uncanny Hide x2, Wyvern Fang x8

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Light Bowgun		ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	RAPID FIRE	RARITY	COST	INGREDIENTS
	Poison Aftermath	195	-10%	O––	Slightly faster	Slightly less	Right: Slight	0	6	3	Pellet S Lv1 x3, Poison S Lv1 x3	4	14500	Gigginox Hide x3, P.Ludroth Scale+ x4, Venom Gland x3
	Immortal Shackle	260	-10%	O––	Slightly faster	Slightly less	Right: Slight	0	8	4	Pellet S Lv1 x3, Poison S Lv1 x3	5	23000	Gigginox Claw+ x6, Diablos Carapace x4, G.Wroggi Brace+ x3, Wyvern Stone x1
	Immortal Gaol	299	-10%	O––	Faster	Slightly less	Right: Slight	0		6	Pellet S Lv1 x3, Poison S Lv1 x3, Poison S Lv2 x2	8	55000	Gigginox Piel x5, Revolting Piel x4, Lrg Wyvern Stone x1, Purecrystal x1
	Immortal Prison	338	-10%	O––	Faster	Slightly less	Right: Slight	0		7	Pellet S Lv1 x3, Poison S Lv1 x3, Poison S Lv2 x2	9	65000	Foul Venom Gland x4, Nightmarish Maw x2, Monster Essence x5, Glowing Slime x3
	Bloodthirsty Binder (Buy)	247	-10%	O––	Slightly faster	Average	Left: Slight	0	7	4	Pellet S Lv1 x3, Thunder S x3	4	21750	B.Giggi Hide+ x6, Uncanny Hide+ x3, B.Giggi Claw+ x4, Fearsome Maw x2
	Bloodthirsty Binder	247	-10%	O––	Slightly faster	Average	Left: Slight	0	7	4	Pellet S Lv1 x3, Thunder S x3	4	14500	B.Giggi Hide+ x4, Uncanny Hide+ x2, Thunder Sac x3
	Crimson Seeker	286	-10%	O––	Slightly faster	Average	Left: Slight	0	9	5	Pellet S Lv1 x3, Thunder S x3	6	27500	B.Giggi Claw+ x6, B.Diab Carapace x4, Volvidon Claw+ x3, Wyvern Stone x1
	Deadly Chaser	299	-10%	O––	Slightly faster	Average	Left: Slight	0		6	Pellet S Lv1 x3, Thunder S x3, Para S Lv1 x2	8	55000	B.Giggi Piel x6, Revolting Piel x4, Lightning Sac x3, Fulgurbug x15

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Light Bowgun		ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADINESS	DEFENSE	VILLAGE	TAVERN	RAPID FIRE	RARITY	COST	INGREDIENTS
	Specter of Grief	325	-10%	O--	Slightly faster	Average	Left: Slight	0		7	Pellet S Lv1 x3, Thunder S x3, Para S Lv1 x2	9	65000	B.Giggi Talon x6, Zin Electrofur+ x4, Lagiacrus Shard x4, Lrg Wyvern Stone x2
	Blizzard Cannon (Buy)	195	15%	---	Slightly faster	Average	Normal	0	5	2	Freeze S x3	3	13800	Barioth Shell x6, Barioth Spike x4, Lagombi Claw x4, Monster Fluid x6
	Blizzard Cannon	195	15%	---	Slightly faster	Average	Normal	0	5	2	Freeze S x3	3	9200	Barioth Shell x4, Barioth Spike x3, Lagom Plastron x2
	Blizzard Volley	221	15%	---	Slightly faster	Average	Normal	0	8	4	Freeze S x3	5	25500	Barioth Carapace x4, Lagombi Pelt+ x4, Lagombi Claw+ x4
	Tabula Blizzara	260	15%	---	Slightly faster	Average	Normal	0	9	5	Pierce S Lv1 x3, Freeze S x3	6	31500	Barioth Pelt+ x6, Barioth Claw+ x4, Rugged Pleura x3, Wyvern Stone x2
	Diamond Frost (Buy)	299	20%	---	Faster	Average	Normal	0		6	Normal S Lv2 x4, Pierce S Lv1 x3, Freeze S x3	8	90000	Barioth Cortex x6, Indigo Tusks+ x5, Hvy Amber Tusks x4, Cryo Sac x3
	Diamond Frost	299	20%	---	Faster	Average	Normal	0		6	Normal S Lv2 x4, Pierce S Lv1 x3, Freeze S x3	8	60000	Barioth Cortex x4, Hvy Amber Tusks x4, Indigo Tusks+ x3, Lagombi Auricle x1
	Diamond Crest	325	20%	---	Faster	Average	Normal	0		7	Normal S Lv2 x4, Pierce S Lv1 x3, Freeze S x3	9	65000	Barioth Talon x5, Hvy Indigo Tusks+ x4, Rugged Pleura+ x3, Barioth Lash x2

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Light Bowgun		ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	RAPID FIRE	RARITY	COST	INGREDIENTS
	Valkyrie Fire (Buy)	182	0%	O––	Average	Average	Normal	0	4	1	Normal S Lv2 x3	3	14250	Rathian Scale x5, Rathian Shell x3, Monster Bone L x2, Flintstone x3
	Valkyrie Fire	182	0%	O––	Average	Average	Normal	0	4	1	Normal S Lv2 x3	3	9500	Rathian Scale x2, Rathian Webbing x4, Qurupeco Scale x4, Gunpowder x8
	Valkyrie Flame	221	0%	OO–	Average	Average	Normal	0	6	3	Normal S Lv2 x3, Poison S Lv1 x3	4	21500	Rathian Scale+ x5, Rathian Carapace x3, Carbalite Ore x5, Inferno Sac x3
	Valkyrie Blaze	260	0%	OO–	Average	Average	Normal	0	8	4	Normal S Lv2 x3, Pierce S Lv1 x3, Poison S Lv1 x3	5	27000	Rathian Scale+ x8, Rath Medulla x2, Rathian Ruby x1, Firecell Stone x3
	Valkyrie's Heart (Buy)	286	0%	OOO	Average	Average	Normal	0		6	Normal S Lv2 x3, Pierce S Lv1 x3, Poison S Lv1 x3	8	90000	P.Rathian Cortex x5, P.Rathian Shard x3, Rathian Ruby x1, Rathian Surspike x2
	Valkyrie's Heart	286	0%	OOO	Average	Average	Normal	0		6	Normal S Lv2 x3, Pierce S Lv1 x3, Poison S Lv1 x3	8	60000	P.Rathian Shard x5, P.Rathian Cortex x3, Eltalite Ore x4, Rathian Surspike x2
	Pinkocutioner	312	0%	OOO	Average	Average	Normal	0		7	Normal S Lv2 x3, Pierce S Lv1 x3, Poison S Lv1 x3	9	65000	P.Rathian Cortex x5, Rathian Mantle x1, Rathian Surspike x5, Allfire Stone x5
	Blossomayhem (Buy)	338	0%	OOO	Average	Average	Normal	0		8	Normal S Lv2 x3, Pierce S Lv1 x3, Poison S Lv1 x3	10	115500	S.Rathalos Shard x12, G.Rathian Shard x12, Rathalos Mantle x1, Rathian Mantle x1

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Light Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADINESS	DEFENSE	VILLAGE	TAVERN	RAPID FIRE	RARITY	COST	INGREDIENTS
 Blossomayhem	338	0%	○○○	Average	Average	Normal	0		8	Normal S Lv2 x3, Pierce S Lv1 x3, Poison S Lv1 x3	10	77000	S.Rath Cortex x4, G.Rathian Cortex x4, Rathalos Mantle x1, Rath Gleem x3
 Gourd Shot (Buy)	156	0%	○○–	Slightly faster	Average	Normal	0	2	1	Normal S Lv2 x3	1	6000	Jumbo Bone x5, Voucher x1, Carpenterbug x5
 Teasel Shot	195	0%	○○–	Slightly faster	Average	Normal	0	5	2	Normal S Lv2 x3	3	8500	Vivid Fluid x3, Dragonite Ore x5, Flame Sac x3
 Crookneck Shot	273	0%	○○–	Slightly faster	Average	Normal	0	8	4	Normal S Lv2 x3, Pellet S Lv1 x3	5	19000	Brilliant Fluid x5, Inferno Sac x5, Carbalite Ore x5, King Scarab x5
 Thundacrus (Buy)	182	10%	○––	Average	Slightly less	Left: Slight	0	4	2	Pierce S Lv2 x3, Thunder S x3	3	9600	Lagiacrus Scale x4, Lagiacrus Claw x2, Lagiacrus Tail x2, G.Baggi Claw x3
 Thundacrus+	234	10%	○––	Average	Slightly less	Left: Slight	0	6	3	Pierce S Lv2 x3, Thunder S x3	4	22000	Shell Shocker x4, Lagiacrus Hide x5, Lagiacrus Plate x1, Torrent Sac x3
 Thundacrus Rex	273	10%	○––	Average	Slightly less	Left: Slight	0	9	5	Pierce S Lv2 x3, Thunder S x3	6	40000	Lagiacrus Scale+ x5, Shell Shocker+ x4, Lagiacrus Horn+ x2, I.Lagi Hide+ x3
 Neo Thundacrus	312	10%	○––	Average	Slightly less	Left: Slight	0		7	Pierce S Lv2 x3, Thunder S x3, Para S Lv1 x2	9	75000	I.Lagi Shard x6, I.Lagi Hardhorn x2, Lagiacrus Flail x2

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Light Bowgun		ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	RAPID FIRE	RARITY	COST	INGREDIENTS
	Eclair Whitebolt	338	15%	O––	Average	Slightly less	Left: Slight	0		7	Pierce S Lv2 x3, Thunder S x3, Para S Lv1 x2	9	105000	I.Lagi D-Shocker x4, I.Lagi Piel x5, Lagiacrus Talon x4, Lagiacrus Mantle x1
	Rathling Gun (Buy)	208	0%	–––	Average	Average	Normal	0	5	2	Flaming S x3	3	12000	Rathalos Scale x5, Rathalos Shell x3, Agnaktor Scale x3, Dragonite Ore x4
	Rathling Doombringer	247	0%	–––	Average	Average	Normal	0	7	4	Flaming S x3	4	21000	Rathalos Scale x6, Scalding Pleura x4, Rath Medulla x2, Fucium Ore x3
	Rathling Phoenix	286	0%	–––	Average	Average	Normal	0	9	5	Normal S Lv2 x4, Flaming S x3	6	36000	Rathalos Carapace x5, A.Rath Carapace x5, Carbalite Ore x5, Rathalos Ruby x1
	Azurathling Skysear	312	0%	O––	Average	Average	Normal	0		7	Normal S Lv2 x4, Crag S Lv1 x3, Flaming S x3	9	65000	A.Rathalos Shard x5, A.Rath Cortex x4, A.Rathalos Lash x2, Meldspar Ore x3
	Azurathling Sunsear	338	0%	O––	Average	Average	Normal	0		7	Normal S Lv2 x4, Crag S Lv1 x3, Flaming S x3	9	75000	A.Rath Cortex x5, Scorching Pleura x3, Allfire Stone x4, Rathalos Mantle x1
	Durambarrel (Buy)	221	0%	O––	Slightly slower	Slightly less	Normal	0	5	2	Exhaust S Lv1 x3	3	16500	Duramboros Horn x2, Duram Mossplate x5, Duramboros Hump x1, Dragonite Ore x5
	Taurambarrel	273	0%	O––	Slightly slower	Slightly less	Normal	0	8		Exhaust S Lv1 x3	5	25500	Duramboros Horn+ x2, Hard Mossplate x4, Mohran Carapace x3, Stoutbone x4

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Light Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADINESS	DEFENSE	VILLAGE	TAVERN	RAPID FIRE	RARITY	COST	INGREDIENTS
 Aldebaran Dreadgun	299	0%	O––	Slightly slower	Slightly less	Normal	0	9	5	Exhaust S Lv1 x3	6	36500	Duram Carapace x6, B.Diablos Ridge+ x3, Firecell Stone x4, Duram Sacrum x1
 Horn of Taurus (Buy)	325	0%	O––	Slightly slower	Slightly less	Normal	0		6	Crag S Lv1 x3, Exhaust S Lv1 x3	8	90000	R.Duram Shell x6, R.Duram Plate x4, Conflagrant Sac x3, Durambolite x1
 Horn of Taurus	325	0%	O––	Slightly slower	Slightly less	Normal	0		6	Crag S Lv1 x3, Exhaust S Lv1 x3	8	60000	R.Duram Shell x4, R.Duram Plate x3, Duram Hardhorn x3, Monster Slogbone x3
 Crown of Taurus	364	0%	O––	Slightly slower	Slightly less	Normal	0		7	Crag S Lv1 x3, Exhaust S Lv1 x3	9	70000	R.Duram Hardtail x5, Marbled Hump x3, B.Diablos Cortex x4, Durambolite x1
 Demon's Isle (Buy)	195	0%	OO–	Average	Average	Normal	0	4	1	Crag S Lv1 x3	3	-1000	Rustshard (Polished)
 Demon's Island	221	0%	OO–	Average	Average	Normal	0	7	4	Normal S Lv1 x5, Crag S Lv1 x3	4	50000	Earth Crystal x50, Monster Broth x5, Fucium Ore x3
 Kettleblower (Buy)	169	0%	–––	Slightly faster	Average	Normal	0	6	3	Poison S Lv1 x3, Para S Lv1 x2, Sleep S Lv1 x2	4	10500	King Scarab x5, Pawprint Stamp x1, Voucher x3, Diablos Marrow x1
 Kettleblower Deluxe	208	0%	–––	Slightly faster	Average	Normal	0	8	5	Poison S Lv1 x3, Para S Lv1 x2, Sleep S Lv1 x2	5	17000	Commendation x1, Pawprint Stamp x5, Fucium Ore x5, Diablos Medulla x2

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Light Bowgun		ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	RAPID FIRE	RARITY	COST	INGREDIENTS
	Master Kettleblower	247	0%	– – –	Slightly faster	Average	Normal	0		6	Slicing S x2, Poison S Lv1 x3, Para S Lv1 x2, Sleep S Lv1 x2	8	55000	Commendation x3, Pawprint Stamp x10, Eltalite Ore x10, Conflagrant Sac x3
	Usurper's Crime (Buy)	260	10%	O – –	Average	Average	Normal	0	9	4	Thunder S x3, Slicing S x2	5	24000	Zinogre Carapace x4, Zin Electrofur x2, Zinogre Horn+ x2, Zinogre Tail x1
	Despot's Wildfire	286	10%	O – –	Average	Average	Normal	0	9	5	Thunder S x3, Slicing S x2	6	38000	Zinogre Carapace x5, I.Lagi Shocker+ x2, Zinogre Horn+ x2, Zinogre Jasper x1
	Oppressor's Rift	312	10%	O – –	Average	Average	Normal	0		7	Pellet S Lv2 x2, Thunder S x3, Slicing S x2	9	70000	Zinogre Cortex x5, Zin Electrofur+ x6, Zinogre Hardhorn x2, Zinogre Lash x3
	Orcus Barqus	338	10%	O – –	Average	Average	Normal	0		7	Pellet S Lv2 x2, Thunder S x3, Slicing S x2, Para S Lv1 x2	9	80000	Zin D-Shocker x5, Zinogre Talon x4, Fulgurbug x20, Zin Skymerald x1
	Nether Phloxion (Buy)	364	15%	O – –	Average	Average	Left: Slight	0		HR70	Pellet S Lv2 x2, Thunder S x3, Slicing S x2, Sub S Lv1 x2	10	141000	A.Lagi Shard x8, A.Lagi Hardhorn x3, A.Lagi Dynamo x1, Lagiacrus Mantle x2
	Nether Phloxion	364	15%	O – –	Average	Average	Left: Slight	0		HR70	Pellet S Lv2 x2, Thunder S x3, Slicing S x2, Sub S Lv1 x2	10	94000	A.Lagi Shard x5, A.Lagi Hardhorn x3, A.Lagi D-Shocker x4, A.Lagi Dynamo x1
	Stygian Invidia	351	10%	O O –	Average	Average	Normal	0		7	Pierce S Lv2 x3, Pellet S Lv2 x2, Dragon S x2, Slicing S x2	9	110000	S.Zin Cortex x5, S.Zin Dragonhair x6, S.Zin Hardhorn x2, S.Zin Skymerald x1

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Light Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADINESS	DEFENSE	VILLAGE	TAVERN	RAPID FIRE	RARITY	COST	INGREDIENTS
 Hidden Eye (Buy)	247	30%	O––	Slightly faster	Average	Normal	0	9	5	Pierce S Lv1 x3, Slicing S x2	6	27000	Nargacuga Scale+ x6, Nargacuga Pelt+ x4, Nargacuga Fang+ x8
 Night Owl	260	30%	O––	Slightly faster	Average	Normal	0	9	5	Pierce S Lv1 x3, Slicing S x2	6	40000	Nargacuga Pelt+ x4, Nargacuga Fang+ x6, Narga Razor x2, Narga Medulla x1
 Virnar Gazer	286	30%	O––	Slightly faster	Average	Normal	0		7	Normal S Lv2 x3, Pierce S Lv1 x3, Slicing S x2	9	75000	G.Narga Shard x4, G.Narga Dapples x5, Hvy G.Narga Fang x6, Narga Medulla x3
 Squallhawk	299	30%	O––	Slightly faster	Average	Normal	0		7	Normal S Lv2 x3, Pierce S Lv1 x3, Slicing S x2	9	85000	G.Narga Razor+ x4, G.Narg Tailspear x4, Nargacuga Lash x2, Nargacuga Mantle x1
 Eclipse Gazer	312	40%	O––	Slightly faster	Average	Normal	0		HR40	Normal S Lv2 x3, Pierce S Lv1 x3, Slicing S x2, Poison S Lv1 x3	10	135000	L.Narga Shard x4, L.Narga Razor x6, L.Narg Tailspear x2, Cloudy Moonshard x1
 Devil's Grin (Buy)	286	-10%	–––	Slower	Less	Left: Large	0	9	5	Dragon S x2	6	48000	Deviljho Scalp x1, Deviljho Tail x2, Deviljho Hide x4, S.Uragaan Scute x3
 Devil's Madness	312	-10%	–––	Slower	Less	Left: Large	0		6	Dragon S x2	8	85000	Deviljho Fang x4, Deviljho Scale x6, Deviljho Gem x1, Conqueror's Seal x1
 Diregun "Dementia"	338	-15%	–––	Slower	Less	Left: Large	0		8	Clust S Lv1 x2, Dragon S x2	10	105000	Deviljho Flail x2, Deviljho Coat x6, Black Blood x3, H.Jhen Shard x4

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Light Bowgun		ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	RAPID FIRE	RARITY	COST	INGREDIENTS
	Doomgun "Dementia"	377	-15%	–––	Slower	Less	Left: Large	0		8	Clust S Lv1 x2, Dragon S x2	10	125000	Vile Fang x6, Black Blood x5, Deviljho Crook x1, Elder Dragonbone x3
	Merciless Rage (Buy)	273	15%	O––	Average	Average	Left: Slight	0		6	Pierce S Lv1 x3, Pierce S Lv2 x3, Poison S Lv1 x3, Sleep S Lv1 x2	8	57000	Imperial Frill x1, G.Jaggi Piel x3, Avian Stoutbone x4, Fey Wyvern Gem x1
	God's Isle (Buy)	247	10%	O––	Faster	Slightly less	Normal	0		6	Normal S Lv2 x3, Crag S Lv1 x3	8	-1000	Ancient Shard (Polished)
	God's Island	286	10%	O––	Faster	Slightly less	Normal	0		7	Normal S Lv2 x3, Crag S Lv1 x3	9	50000	Earth Crystal x70, Dragonbone Relic x5, Conqueror's Seal x1, Allfire Stone x3
	God's Archipelago	312	10%	O––	Faster	Slightly less	Normal	0		7	Normal S Lv2 x3, Crag S Lv1 x3, Clust S Lv1 x2	9	100000	Earth Crystal x99, Dragonbone Relic x10, Conqueror's Seal x3, B.Diablos Chine x5
	The Willuminator (Buy)	390	-30%	–––	Faster	Slightly less	Right: Slight	0		8	Clust S Lv1 x2, Flaming S x3, Dragon S x2	10	144000	Miralis Evil Eye x2, Miralis Hellwing x3, Miralis Fireclaw x3, Dire Dragongem x1

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Heavy Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	CROUCH FIRE	RARITY	COST	INGREDIENTS
 Bone Blaster (Buy)	118	0%	– – –	Average	Average	Normal	0	1	1	Normal S Lv1(30)	1	1050	Machalite Ore x2, Monster Bone S x3
 Bone Blaster+	148	0%	O – –	Average	Average	Normal	0	1	1	Normal S Lv1(30)	1	1850	Monster Bone S x4, Machalite Ore x3, Carpenterbug x1
 Bone Buster	192	0%	O – –	Average	Average	Normal	0	2	1	Normal S Lv1(30), Normal S Lv2(30)	1	3300	Jumbo Bone x3, Sharpened Fang x2, Carpenterbug x4
 Queen's Longfire (Buy)	207	0%	– – –	Slightly slower	Average	Normal	0	4	2	Flaming S(20)	3	14250	Rathian Shell x5, Rathian Webbing x3, Pelagicite Ore x5, Venom Gland x3
 Queen's Longfire	207	0%	– – –	Slightly slower	Average	Normal	0	4	2	Flaming S(20)	3	9500	Rathian Shell x3, Pelagicite Ore x5, Venom Gland x2
 Queen's Farflier	251	0%	O – –	Slightly slower	Average	Normal	0	6	3	Flaming S(20), Poison S Lv1(6)	4	21500	Rathian Scale+ x5, Rathian Spike+ x2, Uragaan Scute x4
 Queens Scionfire (Buy)	296	0%	OO–	Slightly slower	Average	Normal	0	9	5	Flaming S(20), Poison S Lv2(4)	6	51000	Rathian Carapace x5, Grim Venom Gland x3, Carbalite Ore x10, A.Rath Scale+ x2
 Queens Scionfire	296	0%	OO–	Slightly slower	Average	Normal	0	9	5	Flaming S(20), Poison S Lv2(4)	6	34000	Rathian Carapace x3, Fucium Ore x5, Grim Venom Gland x2, Nargacuga Pelt+ x5

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Heavy Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	CROUCH FIRE	RARITY	COST	INGREDIENTS
 Empress's Blossom	340	0%	OO–	Slightly slower	Average	Normal	0		6	Flaming S(20), Poison S Lv2(4)	8	55000	P.Rathian Shard x6, Rathian Surspike x3, Foul Venom Gland x3, Rath Medulla x3
 Empress's Flower	370	0%	OO–	Slightly slower	Average	Normal	0		7	Flaming S(20), Poison S Lv2(4)	9	65000	P.Rathian Cortex x5, Eltalite Ore x5, S.Uragaan Scute+ x4, Rathian Mantle x1
 Empress's Garden (Buy)	399	0%	OOO	Slightly slower	Average	Normal	0		8	Pierce S Lv1(20), Flaming S(20), Poison S Lv2(4)	10	115500	Rath Gleem x5, P.Rathian Cortex x6, Miralis Hellwing x4, Rathian Mantle x2
 Empress's Garden	399	0%	OOO	Slightly slower	Average	Normal	0		8	Pierce S Lv1(20), Flaming S(20), Poison S Lv2(4)	10	77000	G.Rathian Shard x3, G.Rath Surspike x2, Miralis Hellwing x2, Rathian Mantle x1
 Spheniscine Slayer (Buy)	192	0%	–––	Average	Average	Normal	0	4	1	Freeze S(20)	3	7500	Lagom Plastron x4, Lagombi Ear x4, Lagombi Pelt x6, Baggi Scale x3
 Spheniscine Slayer	192	0%	–––	Average	Average	Normal	0	4	1	Freeze S(20)	3	5000	Lagom Plastron x3, Lagombi Ear x2, Lagombi Pelt x4
 Spheniscine Ruler	236	0%	–––	Average	Average	Normal	0	5	2	Freeze S(20)	3	7400	Lagombi Pelt x6, Lagombi Claw x5, Barioth Pelt x4
 Spheniscine Overlord	266	0%	–––	Slightly faster	Slightly less	Normal	0	5	2	Pierce S Lv1(20), Freeze S(20)	3	12500	Lagombi Ear x3, Lagom Plastron x4, Barioth Spike x2, Nibelsnarf Hide x3

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Heavy Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	CROUCH FIRE	RARITY	COST	INGREDIENTS
 Arzuros Gun (Buy)	192	0%	– – –	Slower	Slightly less	Left/Right: Slight	0	2	1	Pellet S Lv1(20)	1	4650	Arzuros Pelt x5, Arzuros Brace x3, Arzuros Shell x4, Machalite Ore x5
 Arzuros Gun	192	0%	– – –	Slower	Slightly less	Left/Right: Slight	0	2	1	Pellet S Lv1(20)	1	3100	Arzuros Pelt x3, Arzuros Brace x1, Iron Ore x7, Carpenterbug x4
 Arzuros Rumblegun	251	0%	– – –	Slower	Slightly less	Left/Right: Slight	0	4	1	Pellet S Lv1(20), Pellet S Lv2(20), Para S Lv1(6)	3	7600	Arzuros Shell x5, Lagom Plastron x2, Paralysis Sac x3, Pelagicite Ore x4
 Arzuros Fishergun	281	0%	– – –	Slower	Slightly less	Left/Right: Large	0	5	2	Pellet S Lv1(20), Pellet S Lv2(20), Para S Lv1(6)	3	15400	Arzuros Pelt x5, Volvi Rickrack x2, Hercudrome x3, Dragonite Ore x5
 Type 46 Gunflage I (Buy)	207	0%	– – –	Slightly slower	Average	Normal	8	5	2	Normal S Lv3(30), Water S(20)	3	12900	Nibelsnarf Shell x4, Nibelsnarf Hide x4, Dragonite Ore x3, Monster Bone L x2
 Type 46 Gunflage I	207	0%	– – –	Slightly slower	Average	Normal	8	5	2	Normal S Lv3(30), Water S(20)	3	8600	Nibelsnarf Shell x2, Nibelsnarf Hide x2, Monster Bone M x3
 Type 46 Gunflage II	236	0%	O– –	Slightly slower	Average	Normal	16	6	3	Normal S Lv3(30), Water S(20)	4	14000	Nibelsnarf Claw x4, Duramboros Horn x2, Lava Nugget x4, Torrent Sac x3
 Type 46 Gunflage III	266	0%	O– –	Slightly slower	Average	Normal	18	8	4	Normal S Lv3(30), Water S(20)	5	25000	Nibelsnarf Scalp x3, Nibelsnarf Hide+ x4, Carbalite Ore x5, Monster Keenbone x3

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Heavy Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	CROUCH FIRE	RARITY	COST	INGREDIENTS
 Nibelflage Prototype (Buy)	325	0%	O– –	Slightly slower	Average	Normal	20		6	Normal S Lv3(30), Water S(20), Poison S Lv1(6)	8	82500	Nibel Cortex x4, Nibelsnarf Piel x5, Nibelsnarf Talon x4, Lrg Wyvern Stone x2
 Nibelflage Prototype	325	0%	O– –	Slightly slower	Average	Normal	20		6	Normal S Lv3(30), Water S(20), Poison S Lv1(6)	8	55000	Nibel Cortex x3, Nibelsnarf Piel x4, Nibelsnarf Talon x3, Eltalite Ore x5
 Super Trench Snarfer	355	0%	O– –	Slightly slower	Average	Normal	20		6	Normal S Lv3(30), Water S(20), Poison S Lv1(6)	8	70000	Nibelsnarf Talon x4, Dazzling Fluid x4, Meldspar Ore x5, Lrg Wyvern Stone x1
 Pressurized Plaser (Buy)	266	0%	O– –	Slightly faster	Slightly less	Normal	20	7	3	Pierce S Lv2(20), Water S(20)	4	24000	Plesioth Scale+ x6, Plesioth Fin+ x4, Plesioth Fang+ x5, King Scarab x5
 Pressurized Plaser	266	0%	O– –	Slightly faster	Slightly less	Normal	20	7	3	Pierce S Lv2(20), Water S(20)	4	16000	Plesioth Scale+ x4, Plesioth Fin+ x3, Plesioth Fang+ x4
 Pressurized Plaser+	310	0%	O– –	Slightly faster	Slightly less	Normal	20	9	5	Pierce S Lv2(20), Water S(20)	6	28000	Plesioth Fin+ x6, Plesioth Head x1, Plesioth Webbing x5, Dewy Pleura+ x3
 Verdant Washbuckler	340	0%	O– –	Slightly faster	Average	Normal	20		6	Pierce S Lv3(20), Water S(20), Sub S Lv1(10)	8	65000	Plesioth Shard x5, G.Plesio Shard x5, Fine G.Plesi Fin x4, Lrg Wyvern Stone x1
 Captain Verde	370	0%	O– –	Slightly faster	Average	Normal	20		7	Pierce S Lv3(20), Water S(20), Sub S Lv1(10)	9	75000	Fine G.Plesi Fin x6, Uber Plesio Head x1, Purecrystal x1, Drenched Pleura x3

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Heavy Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	CROUCH FIRE	RARITY	COST	INGREDIENTS
 Tropeco Gun (Buy)	207	0%	O––	Average	Average	Right: Slight	0	3	1	Pellet S Lv1(20), Flaming S(20)	2	9000	Qurupeco Feather x5, Strange Beak x1, Qurupeco Scale x4, Monster Bone M x4
 Tropeco Gun	207	0%	O––	Average	Average	Right: Slight	0	3	1	Pellet S Lv1(20), Flaming S(20)	2	6000	Qurupeco Feather x2, Qurupeco Scale x3, Vivid Feather x3
 Tropeco Flambogun	236	0%	O––	Average	Average	Right: Slight	0	5	2	Pellet S Lv1(20), Flaming S(20)	3	9450	Strange Beak x2, Flintstone x3, Firestone x3
 Pecopious Gun	251	10%	OO–	Average	Average	Right: Slight	0	6	3	Pellet S Lv1(20), Flaming S(20)	4	16000	Vivid Feather x5, Qurupeco Scale+ x5, Rathalos Webbing x6, Inferno Sac x3
 Pecopious Thunder (Buy)	281	10%	OO–	Average	Average	Right: Slight	0	7	4	Pellet S Lv1(20), Flaming S(20), Thunder S(20)	5	36000	C.Peco Wing x5, Wonderful Beak x3, C.Peco Scale+ x4, Thunder Sac x2
 Pecopious Thunder	281	10%	OO–	Average	Average	Right: Slight	0	8	4	Pellet S Lv1(20), Flaming S(20), Thunder S(20)	5	24000	C.Peco Wing x2, C.Peco Scale+ x3, Voltstone x3, Lagiacrus Claw+ x1
 Paco Pico Peco	340	15%	OO–	Average	Average	Right: Slight	0		6	Pellet S Lv1(20), Flaming S(20), Thunder S(20)	8	45000	C.Peco Shard x5, Lustrous Feather x4, High Voltstone x2, Monster Slogbone x2
 Precision Pico Peco	370	15%	OO–	Average	Average	Right: Slight	0		6	Pellet S Lv1(20), Flaming S(20), Thunder S(20)	8	55000	C.Peco Fellwing x5, B.Giggi Talon x3, Lightning Sac x4, Gobul Surspike x2

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Heavy Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	CROUCH FIRE	RARITY	COST	INGREDIENTS
 Dios Cannon (Buy)	222	0%	O– –	Slightly slower	Average	Left: Slight	0	8	4	Flaming S(20), Slime S(6)	5	36000	Brach Scalp x2, Brachydios Tail x1, Brach Ebonshell x5, Mystery Slime x4
 Dios Cannon	222	0%	O– –	Slightly slower	Average	Left: Slight	0	8	4	Flaming S(20), Slime S(6)	5	24000	Brach Carapace x4, Brach Scalp x1, Brachydios Tail x1
 Dios Cannon+	266	0%	O– –	Slightly slower	Average	Left: Slight	0	9	5	Flaming S(20), Slime S(6)	6	37000	Brach Pounder x2, Mystery Slime x5, Brachydios Gem x1, S.Uragaan Scute x4
 Demolition Cannon	325	0%	O– –	Slightly slower	Average	Left: Slight	10		7	Flaming S(20), Slime S(6)	9	75000	Brach Cortex x4, Brach Ebonshell+ x4, Brach Scalp+ x2, Glowing Slime x5
 Haize Demolisher	384	0%	O– –	Slightly slower	Average	Left: Slight	12		7	Flaming S(20), Slime S(6)	9	90000	Brach Pounder+ x4, Glowing Slime x10, Brach Pallium x1, S.Uragaan Scute+ x4
 Carrozza Bazooka (Buy)	177	0%	OO–	Slightly slower	Slightly less	Normal	0	6		Normal S Lv3(30), Sleep S Lv1(6)	2	6000	Pelagicite Ore x5, Bumblepumpkin x3, Killer Beetle x5, Ivy x10
 Queen's Carrozza	222	0%	OO–	Slightly slower	Slightly less	Normal	0	6		Normal S Lv3(30), Sleep S Lv1(6)	3	9900	Bumblepumpkin x5, Sleep Sac x3, Diablos Marrow x1
 Cendrillon	281	0%	OOO	Slightly slower	Slightly less	Normal	0	8		Normal S Lv3(30), Sleep S Lv2(4)	5	17700	Bumblepumpkin x10, Coma Sac x3, Scalding Pleura x2, Rare Scarab x5

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Heavy Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	CROUCH FIRE	RARITY	COST	INGREDIENTS
 Dual Threat (Buy)	251	-25%	– – –	Average	Slightly less	Left: Large	0	5	2	Normal S Lv2(30), Pierce S Lv1(20)	3	16500	Diablos Ridge x4, Diablos Shell x6, Twisted Horn x2, Machalite Ore x8
 Dual Threat+	281	-25%	– – –	Average	Slightly less	Left: Large	0	7	4	Normal S Lv2(30), Pierce S Lv1(20)	4	17000	Diablos Tailcase x4, Dragonbone Relic x5, Diablos Marrow x2
 Diablazooka	310	-25%	– – –	Average	Slightly less	Left: Large	0	9	5	Normal S Lv2(30), Normal S Lv3(30), Pierce S Lv1(20)	6	32000	Majestic Horn x2, Diablos Ridge+ x4, B.Diab Carapace x4, Wyvern Stone x2
 Nero's Blazooka (Buy)	370	-10%	– – –	Slightly slower	Average	Right: Large	0		7	Normal S Lv1(30), Normal S Lv2(30), Normal S Lv3(30), Pierce S Lv2(20), Pierce S Lv3(20)	9	90000	B.Diablos Chine x6, B.Diablos Cortex x8, Blackcurl Horn+ x4, Diablos Medulla x1
 Nero's Blazooka	370	-10%	– – –	Slightly slower	Average	Right: Large	0		7	Normal S Lv1(30), Normal S Lv2(30), Normal S Lv3(30), Pierce S Lv2(20), Pierce S Lv3(20)	9	60000	Blackcurl Horn+ x1, B.Diablos Chine x4, B.Diablos Cortex x4
 Griffon Blazooka	414	-10%	– – –	Slightly slower	Average	Right: Large	0		7	Normal S Lv1(30), Normal S Lv2(30), Normal S Lv3(30), Pierce S Lv2(20), Pierce S Lv3(20)	9	70000	B.Diablos Cortex x2, B.Diablos Ridge+ x4, Diablos Hardtail x2, Diablos Hardhorn x1
 Lagia Blitz (Buy)	222	0%	O – –	Average	Slightly less	Right: Slight	0	4	2	Normal S Lv2(30), Thunder S(20)	3	14250	Lagiacrus Scale x4, Lagiacrus Tail x2, Shell Shocker x2, Gigginox Claw x2
 Lagia Blitz+	251	0%	O – –	Average	Slightly less	Right: Slight	0	6	3	Normal S Lv2(30), Thunder S(20)	4	22000	Shell Shocker x4, Lagiacrus Hide x5, Lagiacrus Plate x1, Torrent Sac x3

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Heavy Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	CROUCH FIRE	RARITY	COST	INGREDIENTS
 Thunderblitz Cannon	296	0%	O––	Average	Slightly less	Right: Slight	0	9	5	Normal S Lv2(30), Thunder S(20)	6	40000	Lagiacrus Scale+ x5, Shell Shocker+ x4, I.Lagi Horn+ x2, Lagiacrus Claw+ x3
 Neo Lagia Blitz	355	0%	O––	Average	Slightly less	Right: Large	0		7	Normal S Lv3(30), Thunder S(20), Water S(20)	9	75000	I.Lagi Shard x6, I.Lagi Hardhorn x2, Lagiacrus Flail x2, Lagia Sapphire x1
 Blitzador Whitebolt	384	0%	O––	Average	Slightly less	Right: Large	0		7	Normal S Lv3(30), Thunder S(20), Water S(20)	9	105000	I.Lagi D-Shocker x4, I.Lagi Piel x5, I.Lagi Hardhorn x1, Lagiacrus Mantle x1
 Nether Salvatore (Buy)	414	0%	OO–	Slightly faster	Slightly less	Right: Large	0		HR70	Normal S Lv3(30), Thunder S(20), Water S(20), Sub S Lv2(10)	10	210000	A.Lagi Shard x8, A.Lagi Hardhorn x3, A.Lagi Dynamo x1, Lagiacrus Mantle x2
 Nether Salvatore	414	0%	OO–	Slightly faster	Slightly less	Right: Large	0		HR70	Normal S Lv3(30), Thunder S(20), Water S(20), Sub S Lv2(10)	10	140000	A.Lagi Shard x5, A.Lagi Hardhorn x2, Zin Skymerald x1, A.Lagi Dynamo x1
 Agnaboom (Buy)	222	5%	–––	Slightly faster	More	Normal	0	5	2	Crag S Lv1(9), Flaming S(20)	3	12000	Agnaktor Shell x6, Agnaktor Fin x4, Firestone x4, Monster Bone+ x2
 Agnablaster	251	5%	–––	Slightly faster	More	Normal	0	8	5	Crag S Lv1(9), Flaming S(20)	5	26000	Agnaktor Hide+ x5, Agnaktor Scale x6, Monster Keenbone x4, Inferno Sac x3
 Agna Hellblazer	296	5%	–––	Slightly faster	Average	Normal	0	9	5	Crag S Lv1(9), Crag S Lv2(9), Flaming S(20)	6	37000	Agnak Carapace x4, Agnaktor Fin+ x2, A.Rath Carapace x3, Wyvern Stone x2

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Heavy Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	CROUCH FIRE	RARITY	COST	INGREDIENTS
 Agna Magnum	340	10%	– – –	Slightly faster	Average	Normal	0		7	Crag S Lv1(9), Crag S Lv2(9), Flaming S(20), Pierce S Lv1(20)	9	85000	Agnaktor Piel x3, Agnaktor Beak x3, Agnaktor Talon x3, Fine Agnak Fin x4
 Agna Scorpion	370	10%	– – –	Slightly faster	Average	Normal	0		7	Crag S Lv1(9), Crag S Lv2(9), Flaming S(20), Pierce S Lv1(20)	9	95000	Agnaktor Cortex x4, Scorching Pleura x3, Uragaan Scute+ x2, Lrg Wyvern Stone x2
 Avel Agnagun (Buy)	310	0%	– – –	Slightly faster	Average	Normal	0	9	5	Clust S Lv1(3), Water S(20), Freeze S(20)	6	55500	G.Agnak Carapace x6, G.Agnak Fin+ x4, Gracium x4, Monster Hardbone x4
 Avel Agnagun	310	0%	– – –	Slightly faster	Average	Normal	0	9	5	Clust S Lv1(3), Water S(20), Freeze S(20)	6	37000	G.Agnak Carapace x4, G.Agnak Fin+ x4, Dewy Pleura+ x4, Wyvern Stone x2
 Caim Agnagun	355	0%	– – –	Slightly faster	Average	Normal	0		7	Clust S Lv1(3), Water S(20), Freeze S(20), Pierce S Lv2(20)	9	85000	G.Agnak Piel x4, G.Agnak Tail x3, G.Agnak Talon x3, Fine G.Agnak Fin x2
 Zeth Agnagun	384	0%	– – –	Slightly faster	Average	Normal	0		7	Clust S Lv1(3), Water S(20), Freeze S(20), Pierce S Lv2(20)	9	95000	G.Agnak Cortex x4, Drenched Pleura x3, A.Rath Cortex x3, Lrg Wyvern Stone x2
 Vulcannon (Buy)	251	-10%	– – –	Slower	Average	Right: Large	0	5		Flaming S(20), Freeze S(20)	3	18000	Crooked Horn x1, Uragaan Shell x8, Uragaan Scalex5, Uragaan Jaw x1
 Vulcannon+	281	-10%	– – –	Slower	Average	Right: Large	0	8		Flaming S(20), Freeze S(20)	5	24500	Uragaan Scale+ x5, Uragaan Carapace x4, Uragaan Scute x6, Ceadeus Hide x4

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Heavy Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	CROUCH FIRE	RARITY	COST	INGREDIENTS
 Vulmagnum	310	-10%	–––	Slower	Average	Right: Large	0	9	6	Flaming S(20), Freeze S(20)	6	31000	Uragaan Carapace x5, Uragaan Ruby x1, Deep Dragongem x1, S.Uragaan Scale+ x4
 Gigant Launcher	370	-10%	–––	Slower	Average	Right: Large	0		7	Flaming S(20), Freeze S(20), Dragon S(3)	9	70000	S.Uragaan Shard x5, S.Uragaan Jaw+ x1, Lava Nugget x10, Uragaan Ruby x2
 Gigant Cannon	414	-10%	–––	Slower	Average	Right: Large	0		7	Flaming S(20), Freeze S(20), Dragon S(3)	9	80000	S.Uragaan Cortex x8, S.Uragaan Scute+ x5, Scorching Pleura x1, Uragaan Pallium x1
 Wishing Star (Buy)	222	0%	O––	Slightly slower	Average	Normal	0	6	3	Slicing S(5)	3	15000	Carbalite Ore x2, Firestone x5, Monster Broth x5
 Meteorite	266	0%	O––	Slightly slower	Average	Normal	0	8	4	Pierce S Lv2(20), Slicing S(5)	5	25000	Firecell Stone x3, Fucium Ore x5, Uroktor Scale+ x8
 Great Meteor	355	0%	OO–	Slightly slower	Average	Normal	0		6	Pierce S Lv2(20), Slicing S(5), Clust S Lv2(3)	8	60000	Meldspar Ore x10, Dragonbone Relic x5, Lrg Wyvern Stone x3
 Jhen Cannon (Buy)	296	0%	O––	Slightly slower	More	Normal	16	7		Pierce S Lv3(20), Water S(20), Exhaust S Lv1(6)	4	25500	Mohran Scale+ x4, Sturdy Fang+ x2, Mohran Carapace x4, Bathycite Ore x6
 Jhen Dracannon	340	0%	O––	Slightly slower	More	Normal	22	9		Pierce S Lv3(20), Water S(20), Exhaust S Lv1(6)	7	42000	Mohran Brace+ x6, Rugged Pleura x4, Fucium Ore x6, ElderDragonBlood x3

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Heavy Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	CROUCH FIRE	RARITY	COST	INGREDIENTS
 Hallowed Dracannon	414	0%	O––	Slightly slower	More	Normal	30		8	Pierce S Lv3(20), Water S(20), Exhaust S Lv1(6), Normal S Lv3(30)	10	130000	H.Jhen Rockskin x4, H.Jhen Shard x6, Deific Fang x2, Earth Drgnsphire x1
 Moby Deus (Buy)	281	0%	OO–	Slower	Average	Left: Large	0	6		Normal S Lv1(30), Pierce S Lv1(20), Pellet S Lv1(20)	4	24000	Ceadeus Hide x5, Crooked Horn x2, Ceadeus Tail x2, Carbalite Ore x4
 Frater Deus	340	0%	OO–	Slower	Average	Left: Large	0	8		Normal S Lv2(30), Pierce S Lv1(20), Pellet S Lv1(20)	5	45000	Ceadeus Fur x6, Deep Dragongem x1, Amber Tusks+ x4, Nibelsnarf Claw+ x5
 Ark Precursor	384	0%	OO–	Slower	Average	Left: Large	0		6	Normal S Lv2(30), Pierce S Lv1(20), Pellet S Lv1(20)	8	75000	G.Ceadeus Shard x5, Crooked Hardhorn x2, G.Ceadeus Coat x4, Flood Sac x3
 Arken Antiphon	429	0%	OO–	Slower	Average	Left: Large	0		7	Normal S Lv2(30), Pierce S Lv1(20), Pellet S Lv1(20)	9	100000	G.Ceadeus Coat x5, Dark Dragongem, Drenched Pleura x3, Lagiacrus Mantle x1
 Aquamatic "Needler" (Buy)	251	15%	–––	Slightly slower	Slightly less	Left/Right: Slight	0	7	5	Crag S Lv1(9), Crag S Lv2(9)	4	24000	Sturdy Fang+ x1, Carbalite Ore x10, Bathycite Ore x2, Gunpowder x10
 Aquamatic "Firelash"	310	15%	–––	Slightly slower	Slightly less	Left/Right: Slight	0	9	5	Crag S Lv1(9), Crag S Lv2(9)	6	32000	Fucium Ore x8, Carbalite Ore x20, Iron Ore x50, A.Rath Scale+ x5
 Aquamatic "Ashmaker"	370	15%	–––	Slightly slower	Slightly less	Left/Right: Slight	0		7	Crag S Lv1(9), Crag S Lv2(9), Crag S Lv3(9)	9	70000	Gracium x15, Eltalite Ore x10, Scorching Pleura x5, Allfire Stone x5

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Heavy Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	CROUCH FIRE	RARITY	COST	INGREDIENTS
 Carbalite Cannon (Buy)	251	0%	OO–	Slightly slower	Average	Normal	0	6	3	Pierce S Lv2(20), Slicing S(5)	4	15000	Carbalite Ore x5, Hercudrome x5, Dragonite Ore x15, Firestone x3
 Meteor Cannon	281	0%	OOO	Slightly slower	Average	Normal	0	8	4	Pierce S Lv2(20), Slicing S(5)	5	22000	Gracium x8, Carbalite Ore x8, Firecell Stone x2
 Galaxy Cannon	340	0%	OOO	Slightly slower	Average	Normal	0		6	Pierce S Lv2(20), Freeze S(20), Slicing S(5)	8	65000	Gracium x15, Eltalite Ore x10, Firecell Stone x5, Meldspar Ore x5
 Usurper's Tremor (Buy)	281	10%	–––	Average	Average	Normal	0	9	4	Thunder S(20), Slicing S(5)	5	24750	Zinogre Carapace x4, Zinogre Shocker+ x3, Fulgurbug x5, Zinogre Horn+ x2
 Despot's Paroxysm	310	10%	–––	Average	Average	Normal	0		7	Thunder S(20), Slicing S(5), Para S Lv1(6)	9	70000	Zinogre Cortex x4, Zin D-Shocker x3, Zinogre Talon x2
 Oppressor's Making	384	10%	–––	Average	Average	Normal	0		7	Thunder S(20), Slicing S(5), Para S Lv1(6)	9	110000	Zin Electrofur+ x5, Zinogre Talon x5, I.Lagi Hardhorn x2, Zin Skymerald x1
 Stygian Temperantia (Buy)	399	0%	O––	Slightly faster	Average	Normal	0		7	Thunder S(20), Slicing S(5), Dragon S(3)	9	111000	S.Zin Cortex x5, S.Zin Hardhorn x3, Zin Skymerald x1, S.Zin Skymerald x1
 Stygian Temperantia	399	0%	O––	Slightly faster	Average	Normal	0		7	Thunder S(20), Slicing S(5), Dragon S(3)	9	74000	S.Zin Cortex x4, S.Zin Hardhorn x2, S.Zin Dragnshell x3, S.Zin Skymerald x1

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Heavy Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	CROUCH FIRE	RARITY	COST	INGREDIENTS
 Hidden Gambit (Buy)	266	30%	–––	Slightly faster	Slightly less	Normal	0	9	5	Pierce S Lv1(20), Slicing S(5)	6	34500	Nargacuga Scale+ x8, Nargacuga Pelt+ x5, Narga Medulla x1, Monster Keenbone x4
 Baleful Night	281	30%	–––	Slightly faster	Slightly less	Normal	0	9	5	Pierce S Lv1(20), Slicing S(5)	6	40000	Nargacuga Scale+ x5, Nargacuga Pelt+ x5, Narga Razor x3, Monster Keenbone x4
 Virnar Heavy Rifle (Buy)	325	30%	O––	Slightly faster	Slightly less	Normal	0		7	Pierce S Lv1(20), Slicing S(5), Normal S Lv3(30)	9	97500	G.Narga Shard x8, G.Narga Dapples x5, Narga Medulla x3, Massive Bone x6
 Virnar Heavy Rifle	325	30%	O––	Slightly faster	Slightly less	Normal	0		7	Pierce S Lv1(20), Slicing S(5), Normal S Lv3(30)	9	65000	G.Narga Shard x4, G.Narga Dapples x3, Hvy G.Narga Fang x3
 Sinister Midnight	340	30%	O––	Slightly faster	Slightly less	Normal	0		7	Pierce S Lv1(20), Slicing S(5), Normal S Lv3(30)	9	85000	G.Narga Shard x6, G.Narga Razor+ x3, B.Diablos Chine x4, Nargacuga Mantle x1
 Eclipse Gambit	355	40%	O––	Slightly faster	Less	Normal	0		HR40	Pierce S Lv1(20), Slicing S(5), Normal S Lv3(30), Poison S Lv1(6)	10	135000	L.Narga Shard x6, L.Narga Razor x3, L.Narga Dapples x4, Cloudy Moonshard x1
 Chaos Wing (Buy)	340	0%	–––	Average	Average	Normal	0	9	DLC	Flaming S(20), Water S(20), Thunder S(20), Freeze S(20)	7	75000	Skypiercer x2, Alatreon Plate x8, Alatreon Webbing x2, Azure Dragongem x1
 Altheos Aetheria	414	0%	–––	Average	Average	Normal	0		DLC	Flaming S(20), Water S(20), Thunder S(20), Freeze S(20)	10	150000	Skyswayer x2, Alatreon Pallium x8, Alatreo Direwing x2, Azure Drgnsphire x1

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Heavy Bowgun	ATTK	AFFINITY	SLOTS	RELOAD SPEED	RECOIL	STEADI-NESS	DEFENSE	VILLAGE	TAVERN	CROUCH FIRE	RARITY	COST	INGREDIENTS
 Spheniscine God (Buy)	340	0%	– – –	Slightly faster	Slightly less	Normal	0		6	Pierce S Lv1(20), Pierce S Lv2(20), Freeze S(20)	8	51000	Lagombi Fur x5, Lagombi Auricle x3, Frozen Glob x10, Cryo Sac x3
 Arzuros Ace (Buy)	340	0%	– – –	Slower	Slightly less	Left/Right: Large	0		6	Pellet S Lv1(20), Pellet S Lv2(20), Para S Lv1(6), Exhaust S Lv1(6)	8	57000	Arzuros Cortex x5, Volvidon Cortex x4, Omniplegia Sac x3, Carbalite Ore x4
 The Hexclamation (Buy)	444	-30%	– – –	Slightly slower	Average	Right: Slight	0		8	Flaming S(20), Clust S Lv3(3), Dragon S(3)	10	144000	Miralis Smelter x2, Miralis Fireclaw x4, Immortal Heart x2, Dire Dragongem x1

Bow	ATTK	SPCL	C1	C2	C3	C4	PWR	POI	PAR	SLP	C.R.	PNT	EXH.	SLM.	SLOTS	AFF	ARC SHOT	VIL	TAV	COST	INGREDIENTS	RARITY
 Arko Nulo (Buy)	120		S1	S2	P2	R3			0		0	0			O– –	0%	Focus	1	1	3000	Bnahabra Wing x4, Bnahabra Shell x6, Ice Crystal x5	1
 Arko Unu	132		S1	S2	P3	R3			0		0	0			O– –	0%	Focus	3	1	5250	Bnahabra Wing x6, Altaroth Jaw x2, Killer Beetle x3, Pelagicite Ore x2	2
 Arko Nulo (R) (Buy)	144	Fi140	P1	R2	P3	R3			+		0	0			O– –	5%	Focus	5	2	14250	Firestone x5, Bnahabra Wing x6, Bnahabra Shell x8, Altaroth Stomach x5	3
 Arko Nulo (R)	144	Fi140	P1	R2	P3	R3			+		0	0			O– –	5%	Focus	5	2	9500	Bnahabra Shell x3, Monster Fluid x2, Uroktor Scale x3	3

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Bow	ATTK	SPCL	C1	C2	C3	C4	PWR	POI	PAR	SLP	C.R.	PNT	EXH.	SLM.	SLOTS	AFF	ARC SHOT	VIL	TAV	COST	INGREDIENTS	RARITY
 Arko Unu (R)	156	Fi180	P2	R2	P3	R3			+		0	0			O– –	5%	Focus	6	3	14000	Bnaha Carapace x5, Dragonite Ore x3, Volvidon Claw x3	4
 Arko Du (R)	180	Fi220	P2	R2	P3	R4		0			0	0			OO–	10%	Focus	8	5	18500	Bnaha Carapace x4, King Scarab x2, Scalding Pleura x4	5
 Arko Tri (R) (Buy)	216	Fi260	P2	R3	P3	R4		0	+		0	0			OOO	15%	Focus		6	75000	Bnahabra Cutwing x6, Emperor Hopper x5, Conflagrant Sac x3, Quality Flint x2	8
 Arko Tri (R)	216	Fi260	P2	R3	P3	R4		0	+		0	0			OOO	15%	Focus		6	50000	Bnahabra Cutwing x4, Emperor Hopper x2, Conflagrant Sac x3	8
 Arko Nulo (W) (Buy)	132	Ic220	S1	P2	P3	S3			+		0	0			O– –	5%	Focus	5	2	14250	Vivid Fluid x6, Bnahabra Wing x6, Bnahabra Shell x8, Altaroth Stomach x5	3
 Arko Nulo (W)	132	Ic220	S1	P2	P3	S3			+		0	0			O– –	5%	Focus	5	2	9500	Bnahabra Shell x3, Vivid Fluid x2, Isisium x4	3
 Arko Unu (W)	156	Ic270	S2	P2	P3	S3			+		0	0			O– –	5%	Focus	6	3	14000	Bnaha Carapace x5, Dragonite Ore x3, Lagombi Ear x2	4
 Arko Du (W)	192	Ic290	S2	P2	P3	S4		0	+		0	0	0		OO–	5%	Focus	8	4	18500	Bnaha Carapace x8, King Scarab x4, Freezer Sacx3	5

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Bow		ATTK	SPCL	C1	C2	C3	C4	PWR	POI	PAR	SLP	C.R.	PNT	EXH.	SLM.	SLOTS	AFF	ARC SHOT	VIL	TAV	COST	INGREDIENTS	RARITY
	Arko Tri (W) (Buy)	228	Ic300	S2	P3	P3	S4		0	+		0	0	0		OOO	5%	Focus		6	75000	Bnahabra Cutwing x6, Emperor Hopper x5, Cryo Sac x3, Purecrystal x1	8
	Arko Tri (W)	228	Ic300	S2	P3	P3	S4		0	+		0	0	0		OOO	5%	Focus		6	50000	Bnahabra Cutwing x4, Emperor Hopper x2, Cryo Sac x2	8
	Arko Nulo (Y) (Buy)	132	Li300	S1	S2	R3	P3			+		0	0			O––	5%	Focus	5	2	14250	Dragonite Ore x3, Bnahabra Wing x6, Bnahabra Shell x8, Altaroth Stomach x5	3
	Arko Nulo (Y)	132	Li300	S1	S2	R3	P3			+		0	0			O––	5%	Focus	5	2	9500	Bnahabra Shell x3, Thunderbug x5, Dragonite Ore x2	3
	Arko Unu (Y)	144	Li350	S2	S3	R3	P3			+		0	0			O––	5%	Focus	6	3	14000	Bnaha Carapace x8, Dragonite Ore x4, Lightcrystal x3	4
	Arko Du (Y)	180	Li370	S2	S3	R3	P4			+	0	0	0	0		OOO	5%	Focus	8	4	18500	Bnaha Carapace x4, King Scarab x4, Shell Shocker+ x2	5
	Arko Tri (Y) (Buy)	204	Li390	S2	S3	R3	P4			+	0	0	0	0		OOO	5%	Focus		6	75000	Bnahabra Cutwing x6, Emperor Hopper x5, Lightning Sac x5, Eltalite Ore x5	8
	Arko Tri (Y)	204	Li390	S2	S3	R3	P4			+	0	0	0	0		OOO	5%	Focus		6	50000	Bnahabra Cutwing x4, Emperor Hopper x2, Lightning Sac x3	8

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Bow	ATTK	SPCL	C1	C2	C3	C4	PWR	POI	PAR	SLP	C.R.	PNT	EXH.	SLM.	SLOTS	AFF	ARC SHOT	VIL	TAV	COST	INGREDIENTS	RARITY
 Hunter's Bow I (Buy)	96	Def+5	R1	R2	R2	S3	0				0	0	0		---	0%	Wide	1	1	1200	Bone x2, Iron Ore x2, Warm Pelt x1	1
 Hunter's Bow II	120	Def+8	R1	R2	R3	S3	0				0	0	0		---	0%	Wide	2	1	2150	Jumbo Bone x1, Machalite Ore x4, G.Jaggi Claw x2	1
 Hunter's Bow III	144	Def+10	R2	R2	R3	S4	0				0	0	0		---	0%	Wide	3	2	4400	Sharpened Fang x4, Earth Crystal x6, G.Wroggi Hide x3	2
 Hunter's Stoutbow I (Buy)	168	(Ic100), Def+13	R2	R3	R3	S4	0				0	0	0		OOO	0%	Wide	6	3	18000	Carbalite Ore x5, Dragonite Ore x10, Machalite Ore x20, G.Jaggi Claw+ x3	4
 Hunter's Stoutbow I	168	(Ic100), Def+13	R2	R3	R3	S4	0				0	0	0		OOO	0%	Wide	6	3	12000	Carbalite Ore x3, Isisium x8, Iron Ore x30, Rheno Carapace x3	4
 Hunter's Stoutbow II	204	(Ic120), Def+16	R2	R3	R4	S5	0				0	0	0		OOO	0%	Wide	8	4	25000	Fucium Ore x5, Lava Nugget x10, Uragaan Carapace x4	5
 Hunter's Proudbow	288	(Ic140), Def+36	R2	R3	R4	S5	0				0	0	0		OOO	0%	Wide		6	65000	Eltalite Ore x5, Firecell Stone x5, Crushing Fang x3, Iron Ore x50	8
 Dios Flier (Buy)	228	Slime 100	R2	R3	S3	P3	0				0	0	0		---	0%	Blast	8	4	36000	Brach Carapace x6, Brach Scalp x1, Brachydios Tail x3, Brachydios Gem x1	5

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Bow		ATTK	SPCL	C1	C2	C3	C4	PWR	POI	PAR	SLP	C.R.	PNT	EXH.	SLM.	SLOTS	AFF	ARC SHOT	VIL	TAV	COST	INGREDIENTS	RARITY
	Dios Flier	228	Slime 100	R2	R3	S3	P3	0				0	0	0		---	0%	Blast	8	4	24000	Brach Carapace x4, Brach Ebonshell x3, Brachydios Tail x1	5
	Dios Flier+	252	Slime 120	R2	R3	S4	P4	0				0	0	0		---	0%	Blast	9	5	37000	Brach Pounder x2, Mystery Slime x4, Brachydios Gem x2, Nargacuga Fang+ x3	6
	Demolition Bow	288	Slime 160	R2	R3	S4	P5	0				0	0	0		---	0%	Blast		7	75000	Brach Cortex x4, Brach Ebonshell+ x3, Brach Scalp+ x1	9
	Warflare Demolisher	312	Slime 200	R2	R3	S5	P5	0				0	0	0		---	0%	Blast		7	90000	Brach Pounder+ x3, Glowing Slime x4, Brach Pallium x1, Hvy G.Narga Fang x3	9
	Type 64 Multibow I (Buy)	168	Wa70	R2	R2	R1	P3	0			0	0	0			---	0%	Wide	5	2	18000	Nibelsnarf Shell x6, Nibelsnarf Hide x4, Nibelsnarf Scalp x1, Monster Bone M x4	3
	Type 64 Multibow I	168	Wa70	R2	R2	R1	P3	0			0	0	0			---	0%	Wide	5	2	12000	Nibelsnarf Shell x4, Nibelsnarf Hide x2, Nibelsnarf Claw x3	3
	Type 64 Multibow II	192	Wa100	R3	R2	R1	P4	0			0	0	0			---	0%	Wide	6	3	18000	Nibelsnarf Scalp x2, Vivid Fluid x4, Uragaan Shell x4, Torrent Sac x3	4
	Scorpion Zinger	204	Wa120	R4	R2	R2	P4	0			0	0	0			---	0%	Wide	7	3	23000	Nibelsnarf Shell x4, Nibelsnarf Claw x2, Plesioth Scale+ x3, Plesioth Fang+ x2	4

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Bow	ATTK	SPCL	C1	C2	C3	C4	PWR	POI	PAR	SLP	C.R.	PNT	EXH.	SLM.	SLOTS	AFF	ARC SHOT	VIL	TAV	COST	INGREDIENTS	RARITY
 Seahorse Harp	216	Wa140, Def+10	R5	R3	R2	R4	0			0	0	0			---	5%	Wide	8	4	27500	Plesioth Scale+ x4, Plesioth Fin+ x3, Nibelsnarf Claw+ x3, Wyvern Stone x1	5
 Reignhorse Harp	252	Wa170, Def+10	R5	R3	R2	R4	0			0	0	0			---	10%	Wide		6	60000	Plesioth Shard x4, Fine Plesio Fin x3, Purecrystal x1, G.Plesio Shard x4	8
 Aquasteed Harp	300	Wa200, Def+10	R5	R3	R2	R5	0			0	0	0			---	10%	Wide		7	75000	Uber Plesio Head x1, Lrg Wyvern Stone x1, Fine G.Plesi Fin x3, G.Agnak Talon x3	9
 Queen Blaster I (Buy)	180		P1	S2	S3	R3		+	0		0	0			---	0%	Focus	4	1	14250	Rathian Shell x4, Monster Bone L x1, Rathian Scale x5, Machalite Ore x8	3
 Queen Blaster I	180		P1	S2	S3	R3		+	0		0	0			---	0%	Focus	4	1	9500	Rathian Shell x2, Rathian Webbing x2, Iron Ore x12	3
 Queen Blaster II	204		P2	S2	S3	R3		+	0		0	0			---	0%	Focus	6	3	14500	Rathian Scale+ x4, Rathalos Webbing x3, Rath Talon x3, Carbalite Ore x3	4
 Queen Blaster III	216		P2	S2	S3	R4		+	0		0	0			---	0%	Focus	7	4	21500	Rathian Carapace x5, Rathian Spike+ x2, Rare Scarab x3, Rathian Plate x1	4
 Heartshot Bow I (Buy)	240		S2	S3	P3	R4		+	0		0	0			---	0%	Focus	8	4	40500	Firecell Stone x3, P.Rath Carapace x3, Rath Medulla x1, Rathian Spike+ x5	5

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Bow		ATTK	SPCL	C1	C2	C3	C4	PWR	POI	PAR	SLP	C.R.	PNT	EXH.	SLM.	SLOTS	AFF	ARC SHOT	VIL	TAV	COST	INGREDIENTS	RARITY
	Heartshot Bow I	240		S2	S3	P3	R4		+	0		0	0			– – –	0%	Focus	8	4	27000	P.Rathian Scale+ x4, Rathian Spike+ x3, Firecell Stone x2	5
	Heartshot Bow II	276		S3	S3	P3	R4		+	0		0	0			– – –	0%	Focus	9	5	34000	P.Rath Carapace x5, Rath Medulla x2, Rathian Ruby x1, Indigo Tusks+ x3	6
	Heartshot Bow III	300		S3	S3	P4	R5		+	0		0	0			– – –	0%	Focus		6	65000	P.Rathian Shard x5, P.Rathian Cortex x4, Rathian Surspike x2, Conflagrant Sac x3	8
	Selene Moonbroken (Buy)	312	Fi230	P3	P3	S5	R5		0	0		0	0			O– –	0%	Focus		8	172500	G.Rathian Cortex x8, G.Rath Surspike x4, Rath Gleem x6, Rathian Mantle x2	10
	Selene Moonbroken	312	Fi230	P3	P3	S5	R5		0	0		0	0			O– –	0%	Focus		8	115000	G.Rathian Shard x5, G.Rathian Cortex x4, G.Rath Surspike x2, Rathian Mantle x1	10
	Peckish Peco (Buy)	144	Fi120	S1	S2	S2	S3			0	0	0	0			O– –	0%	Wide	3	1	6000	Strange Beak x2, Vivid Feather x4, Flintstone x4, Iron Ore x5	2
	Famished Peco	156	Fi160	S2	S2	S3	S4			0	0	0	0			O– –	0%	Wide	5	2	9450	Qurupeco Scale x6, Vivid Feather x2, Rathalos Webbing x3, Flame Sac x1	3
	Heartbreaker	180	Fi200	S2	S3	S3	S4			0	0	0	0			O– –	0%	Wide	6	3	16000	Wonderful Beak x1, Qurupeco Wing x4, Scalding Pleura x3	4

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Bow	ATTK	SPCL	C1	C2	C3	C4	PWR	POI	PAR	SLP	C.R.	PNT	EXH.	SLM.	SLOTS	AFF	ARC SHOT	VIL	TAV	COST	INGREDIENTS	RARITY
 Broken Heart (Buy)	204	Fi280	S3	S3	S3	S4			0	0	0	0			O– –	0%	Wide	8	5	36000	Qurupeco Scale+ x6, Vivid Feather x10, Fucium Ore x5, Scalding Pleura x3	5
 Broken Heart	204	Fi280	S3	S3	S3	S4			0	0	0	0			O– –	0%	Wide	8	5	24000	Qurupeco Scale+ x4, Vivid Feather x7, Scalding Pleura x3	5
 Strong Heart	264	Fi350	S4	S4	S4	S5			0	0	0	0			O– –	0%	Wide		6	55000	Alluring Beak x6, Lustrous Feather x10, Conflagrant Sac x3, Quality Flint x1	8
 Wroggi Revolver I (Buy)	120		R2	P2	R3	S3	0	+				0			O– –	0%	Blast	3	2	5745	Wroggi Hide x6, Wroggi Fang x4, Iron Ore x8, Gunpowder x5	2
 Wroggi Revolver II	132		R2	P2	R3	S3	0	+				0			O– –	0%	Blast	4	2	5730	G.Wroggi Hide x4, Venom Gland x2, King's Beak x1, Machalite Ore x5	3
 Wroggi Revolver III	144		R2	P3	R3	S3	0	+				0			O– –	0%	Blast	5	2	7850	G.Wroggi Brace x2, G.Baggi Claw x4, Venom Gland x2, Dragonite Ore x4	3
 Dirty Revolver I	180		R2	P3	R3	S3	0	+		0		0			OO–	0%	Blast	7	4	12800	G.Wroggi Hide+ x4, Grim Venom Gland x2, Bathycite Ore x5, Bird Wyvern Gem x3	4
 Dirty Revolver II	216		R2	P3	R4	S4	0	+		0		0			OO–	0%	Blast	8	4	20500	G.Wroggi Brace+ x4, Gigginox Hide+ x2, Fucium Ore x5, Mystery Slime x3	5

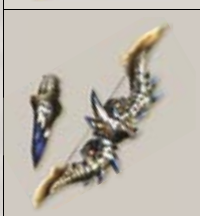
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Bow		ATTK	SPCL	C1	C2	C3	C4	PWR	POI	PAR	SLP	C.R.	PNT	EXH.	SLM.	SLOTS	AFF	ARC SHOT	VIL	TAV	COST	INGREDIENTS	RARITY
	Spith & Venom	288		R2	P4	R4	S4	0	+		0		0			OOO	0%	Blast		6	50000	G.Wroggi Piel x4, Imperial Beak x1, Eltalite Ore x5, Fey Wyvern Gem x1	8
	Sponge Gear I (Buy)	132	Wa50	S1	P2	P2	P3					0	0	0		O– –	0%	Wide	3	1	5250	Spongy Hide x6, R.Ludroth Crest x2, R.Ludroth Scale x5, Monster Bone M x4	2
	Sponge Gear II	144	Wa80	S2	P2	P3	P3					0	0	0		O– –	0%	Wide	4	1	7500	Spongy Hide x4, R.Ludroth Claw x2, Gobul Whisker x4	3
	Sponge Gear III	192	Wa100	S2	P2	P3	P4					0	0	0		O– –	0%	Wide	6	3	10300	R.Ludroth Crest x4, Torrent Sac x3, R.Ludroth Scale+ x4, Monster Bone+ x4	4
	Amethyst Gear I (Buy)	204	Wa120	S2	P2	P3	S4		+			0	0	0		OO–	0%	Wide	7	3	18750	Gobul Spike+ x2, Spongy Hide+ x6, R.Ludroth Crest+ x2, P.Ludroth Scale+ x5	4
	Amethyst Gear I	204	Wa120	S2	P2	P3	S4		+			0	0	0		OO–	0%	Wide	7	3	12500	Plum Spongy Hide x4, P.Ludroth Claw+ x2, P.Ludroth Scale+ x4, Gobul Spike+ x2	4
	Amethyst Gear II	228	Wa140	S2	P3	P3	S4		+			0	0	0		OO–	0%	Wide	8	4	21400	P.Ludroth Scale+ x5, Hydro Hide+ x10, Brilliant Fluid x3, Nibelsnarf Claw+ x2	5
	Amir al Bahr	264	Wa160	S3	P3	P3	S4		+	0		0	0	0		OO–	0%	Wide		6	45000	Plum Spongy Piel x4, P.Ludroth Shard x5, P.Ludroth Talon x3	8

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 Batal al Bahr	288	Wa180	S3	P3	P4	S4		+	0		0	0	0		OO–	0%	Wide		7	55000	R.Ludroth Lash x2, Chic Crest x3, Drenched Pleura x2, Lrg Wyvern Stone x1	9
 Boltsender I (Buy)	180	Li40	P1	S2	S2	S3	0				0	0			–––	0%	Blast	4	2	9600	Lagiacrus Scale x4, Lagiacrus Horn x1, Lagiacrus Claw x3, Uncanny Hide x1	3
 Boltsender II	216	Li80	P1	S3	S2	S3	0				0	0			–––	0%	Blast	6	3	22000	Shell Shocker x4, Lagiacrus Hide x5, Lagiacrus Plate x1, Torrent Sac x3	4
 High Voltsender	264	Li90	P1	S3	S2	S4	0				0	0			–––	0%	Blast	8	4	30000	Lagiacrus Scale+ x5, Shell Shocker+ x4, Lagiacrus Horn+ x2, Lagiacrus Claw+ x3	5
 Neo Voltsender (Buy)	312	Li100	P1	S3	S3	S4	0				0	0			O––	0%	Blast		7	12500	I.Lagi Shard x8, I.Lagi Hardhorn x4, Lagiacrus Flail x2, Lagiacrus Mantle x2	9
 Neo Voltsender	312	Li100	P1	S3	S3	S4	0				0	0			O––	0%	Blast		7	75000	I.Lagi Shard x6, I.Lagi Hardhorn x2, Lagiacrus Talon x3, Lagia Sapphire x1	9
 Acrus Whitebolt	312	Li140	P1	S3	S3	S5	0				0	0			OO–	0%	Blast		7	105000	I.Lagi D-Shocker x4, I.Lagi Piel x5, Lagia Hardhorn x4, Lagiacrus Mantle x1	9
 Diablos Hornbow I (Buy)	204	Def+10	P1	P1	P2	P4						0	0		O––	-30%	Focus	5	2	12000	Diablos Shell x4, Twisted Horn x2, Diablos Ridge x3, Diablos Marrow x1	3

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	Diablos Hornbow II	264	Def+10	P1	P1	P2	P4						0	0		O– –	-30%	Focus	8	4	23000	Diablos Ridge+ x4, Diablos Carapace x4, Majestic Horn x2	5
	Galebender (Buy)	288	Def+10	P1	P1	P3	P4						0	0		O– –	-25%	Focus	9	5	48000	B.Diab Carapace x6, Wyvern Stone x2, Blackcurl Horn x3, Diablos Medulla x3	6
	Galebender	288	Def+10	P1	P1	P3	P4						0	0		O– –	-25%	Focus	9	5	32000	B.Diab Carapace x4, B.Diablos Ridge+ x5, Blackcurl Horn x2, Wyvern Stone x2	6
	Cera Coilbender	360	Def+10	P1	P1	P3	P4						0	0		O– –	-25%	Focus		7	60000	B.Diablos Cortex x4, Blackcurl Horn+ x2, Diablos Fang x15, Lrg Wyvern Stone x2	9
	Cera Cyclord	372	Def+10	P1	P1	P3	P5						0	0		O– –	-25%	Focus		7	70000	B.Diablos Chine x6, Diablos Hardhorn x1, B.Diablos Cortex x4, Durambolite x1	9
	Arca Raptora (Buy)	168		S1	P2	R2	P3		0		0		0	0		O– –	0%	Blast	4	1	9900	Lightcrystal x2, Pelagicite Ore x10, Monster Fluid x5	3
	Arca Chaotica	204		S2	P2	R3	P3		0		0		0	0		OO–	0%	Blast	6	3	14800	Firestone x4, Carbalite Ore x8, Uroktor Scale x6	4
	Arca Insantia	264		S2	P2	R3	P4	0	0		0		0	0		OO–	0%	Blast	9	5	35000	Bathycite Ore x10, Torrent Sac x6, ElderDragonBlood x3, Dewy Pleura+ x3	6

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Bow	ATTK	SPCL	C1	C2	C3	C4	PWR	POI	PAR	SLP	C.R.	PNT	EXH.	SLM.	SLOTS	AFF	ARC SHOT	VIL	TAV	COST	INGREDIENTS	RARITY
 Morsel Bowfish (Buy)	156		R1	S2	S3	R2	0		+	0	0	0			OOO	0%	Wide	4	1	8250	Speartuna x1, Monster Bone+ x2, Antiseptic Stone x2, Voucher x2	3
 Ample Bowfish	192		R2	S4	S3	R3	0		+	0	0	0			OOO	0%	Wide	7	3	15500	Speartuna x2, Plesioth Webbing x3, Monster Keenbone x5, Gourmet Voucher x3	4
 Viand Bowfish	252		R3	S4	S5	R4	0		+	0	0	0			OOO	0%	Wide	9	5	34000	Speartuna x3, Brilliant Fluid x5, Monster Hardbone x4, G.Agnak Fin+ x4	6
 Ala Victoria I (Buy)	204	Wa120	P1	S2	S3	P4					0	0			---	0%	Blast	6		24000	Ceadeus Scale x4, Ceadeus Hide x4, Crooked Horn x2, Carbalite Ore x4	4
 Ala Victoria II	216	Wa160	P1	S3	S3	P4					0	0			---	0%	Blast	7		28800	Ceadeus Fur x5, Ceadeus Tail x2, Deep Dragongem x1, Plesioth Webbing x3	4
 Prayerful Victoria	264	Wa200	P1	S4	S3	P4					0	0			---	0%	Blast	9		45000	Ceadeus Hide x4, Ceadeus Fur x3, Dewy Pleura+ x3, ElderDragonBlood x5	6
 Ark Diosa (Buy)	276	Wa280	P1	S4	S4	P4					0	0	0		---	0%	Blast		6	105000	G.Ceadeus Coat x8, G.Ceadeus Shard x6, Dark Dragongem, Conqueror's Seal x2	8
 Ark Diosa	276	Wa280	P1	S4	S4	P4					0	0	0		---	0%	Blast		6	70000	G.Ceadeus Shard x4, Crooked Hardhorn x8, G.Ceadeus Coat x8, Conqueror's Seal x1	8

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 Arken Victrine	312	Wa320	P1	S4	S4	P5					0	0	0		–––	0%	Blast		7	100000	G.Ceadeus Fur x5, Dark Dragongem, Lrg Wyvern Stone x3, Drenched Pleura x3	9
 Worldseer's Bow (Buy)	216	Dr180	R2	P3	S4	P4		0	0	0	0	0			O––	0%	Wide	7		25500	Sturdy Fang+ x2, Mohran Brace+ x4, Mohran Scale+ x5, Bathycite Ore x4	4
 Worldseer's Proof	240	Dr250	R3	P3	S4	P4		0	0	0	0	0			O––	0%	Wide	9		42000	Mohran Carapace x5, Deviljho Scalp x2, Deviljho Saliva x5, ElderDragonBlood x3	7
 Worldseer's Bounty	300	Dr280, Def+20	R3	P3	S4	P5		0	0	0	0	0	0		O––	0%	Wide		DLC	130000	Deific Fang x3, Mohran Allbrace x4, Mohran Shard x5, Earth Drgnsphire x1	10
 Kelbi Stingshot (Buy)	168	(Slime 150)	S2	S3	R3	R3	0	0	0	0	0	0	0		OO–	0%	Blast	6	3	10500	High-qualty Pelt x1, Kelbi Horn x4, Duramboros Horn x4	4
 Kelbi Strongshot	228	(Slime 220)	S2	S3	R4	R3	0	0	0	0	0	0	0		OOO	0%	Blast	8	5	24100	Commendation x1, Kelbi Horn x10, Majestic Horn x3, Brach Ebonshell x3	5
 Great Kelbi Deershot	276	(Slime 350)	S3	S4	R4	R4	0	0	0	0	0	0	0	0	OOO	0%	Blast		7	73000	Conqueror's Seal x1, Blue Kelbi Horn x10, Blackcurl Horn+ x2, Rugged Pleura+ x3	9
 Bamboo Taketori (Buy)	168	(Wa220)	S1	S3	R2	R2		0	0	0		0			OOO	0%	Focus	6	3	9750	King Scarab x8, Voucher x1, Sap Plant x10, Killer Beetle x5	4

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Bow	ATTK	SPCL	C1	C2	C3	C4	PWR	POI	PAR	SLP	C.R.	PNT	EXH.	SLM.	SLOTS	AFF	ARC SHOT	VIL	TAV	COST	INGREDIENTS	RARITY
 Bamboo Okina	192	(Wa380)	S1	S4	R2	R3		0	0	+		0			OOO	0%	Focus	8	5	22500	Commendation x2, Brilliant Fluid x3, Rare Scarab x3, Majestic Horn x2	5
 Bamboo Kaguya	216	(Wa470)	S1	S5	R2	R4		0	0	+		0			OOO	0%	Focus		7	68000	Conqueror's Seal x1, Flood Sac x10, Drenched Pleura x3, Stout Horn x2	9
 Usurper's Rumble (Buy)	228	Li120	R2	R3	P3	R4	0		0		0	0			O−−	0%	Wide	9	4	24750	Zinogre Shocker+ x3, Zinogre Carapace x3, Zin Electrofur x4, Fulgurbug x4	5
 Despot's Earlybolt	240	Li140	R3	R3	P4	R4	0		0		0	0	0		O−−	0%	Wide	9	5	38000	Zinogre Horn+ x2, Zinogre Carapace x5, G.Agnak Claw+ x2, Zinogre Jasper x1	6
 Oppressor's Answer	300	Li200	R4	R4	P4	R4	0		0		0	0	0		O−−	0%	Wide		7	110000	Zin D-Shocker x2, Zin Electrofur+ x4, Zinogre Hardhorn x2, Zin Skymerald x1	9
 Brimsten Drakesight (Buy)	300	Dr100	P3	R3	R4	S4	0	0			0	0			−−−	0%	Focus		7	120000	S.Zin Cortex x5, S.Zin Hardhorn x3, S.Zinogre Talon x4, S.Zin Skymerald x1	9
 Brimsten Drakesight	300	Dr100	P3	R3	R4	S4	0	0			0	0			−−−	0%	Focus		7	80000	S.Zin Cortex x4, S.Zin Hardhorn x2, S.Zinogre Talon x3	9
 Stygian Patientia	312	Dr140	P3	R4	R5	S4	0	0			0	0			−−−	0%	Focus		7	110000	S.Zin Dragnshell x3, S.Zin Dragonhair x6, S.Zin Skymerald x1, S.Zin Cortex x5	9

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 Ice Crest (Buy)	192	Ic180	R2	P2	R3	S3	0			0	0	0			O– –	20%	Wide	8	4	25500	Barioth Carapace x6, Amber Tusks+ x4, Barioth Spike x5, Freezer Sacx3	5
 Edelweiss	240	Ic200	R2	P3	R4	S3	0			0	0	0			O– –	25%	Wide	9	5	31500	Barioth Carapace x3, Barioth Pelt+ x4, G.Agnak Fin+ x2	6
 Amber Arc Valanga	264	Ic230	R2	P3	R5	S4	0			0	0	0			O– –	30%	Wide		6	65000	Hvy Amber Tusks x4, Barioth Lash x2, Barioth Fur x2, Cryo Sac x3	8
 Lithe Saberbow (Buy)	252		P2	P1	R2	R4	0		0	0	0	0	0		– – –	0%	Focus	9	5	47250	S.Bari Carapace x4, Indigo Tusks+ x2, S.Barioth Claw+ x4, Rugged Pleura x2	6
 Lithe Saberbow	252		P2	P1	R2	R4	0		0	0	0	0	0		– – –	0%	Focus	9	5	31500	S.Bari Carapace x2, S.Barioth Pelt+ x3, Rugged Pleura x2	6
 Fallenfriede	276		P2	P1	R2	R4	0		0	0	0	0	0		– – –	0%	Focus	9	5	42500	Indigo Tusks+ x4, Monster Hardbone x4, Nargacuga Pelt+ x4, Wyvern Stone x2	6
 Rafalga Sandraider	324		P2	P1	R2	R5	0		0	0	0	0	0		O– –	0%	Focus		7	65000	Hvy Indigo Tusks+ x4, S.Barioth Cortex x5, Rugged Pleura+ x3, Lrg Wyvern Stone x2	9
 Brazencord (Buy)	264	Fi50	P1	R1	R1	P1	0					0	0		– – –	0%	Wide	8	4	25500	Uragaan Carapace x6, Uragaan Scale+ x4, Uragaan Scute x6, Monster Hardbone x4	5

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 Gigacles	288	Fi80	P1	R1	R2	P1	0					0	0		–––	0%	Wide	9	5	31000	Uragaan Carapace x4, Scalding Pleura x4, Uragaan Ruby x1, S.Bari Carapace x1	6
 Gigantomachy	324	Fi100	P1	R1	R3	P2	0					0	0	+	–––	0%	Wide		7	80000	Uragaan Shard x6, Glowing Slime x3, Monster Slogbone x4, Uragaan Pallium x1	9
 Chrome Corda I (Buy)	264	Def+20	R1	R2	P2	P2				+	0	0	0		OO–	0%	Blast	9	5	46500	S.Uragaan Scale+ x6, S.Uragaan Maw x2, S.Urag Carapace x5, Monster Hardbone x4	6
 Chrome Corda I	264	Def+20	R1	R2	P2	P2				+	0	0	0		OO–	0%	Blast	9	5	31000	S.Uragaan Scale+ x4, S.Uragaan Maw x1, S.Urag Carapace x3	6
 Chrome Corda II	276	Def+22	R1	R2	P2	P3				+	0	0	0		OO–	0%	Blast	9	5	41000	S.Uragaan Scale+ x6, S.Urag Carapace x5, Uragaan Ruby x1, A.Rathalos Wing x3	6
 Steel Daedalops	324	Def+24	R2	R2	P2	P4				+	0	0	0		OO–	0%	Blast		7	80000	S.Uragaan Shard x8, S.Uragaan Scute+ x3, S.Uragaan Jaw+ x2, Uragaan Pallium x1	9
 Hidden Bow I (Buy)	204		R3	S3	R3	S4	0	0				0			–––	15%	Wide	9	5	27000	Nargacuga Pelt+ x6, Narga Razor x4, Monster Keenbone x5	6
 Hidden Bow II	240		R4	S4	R3	S4	0	0				0			–––	15%	Wide	9	5	39000	Nargacuga Fang+ x6, Narga Medulla x2, Monster Broth x3, Monster Hardbone x5	6

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 Night Flight	264		R4	S4	R4	S5	0	0				0			–––	15%	Wide		7	75000	Nargacuga Fur x4, Narga Razor+ x3, Hvy Narga Fang x6, Nargacuga Mantle x1	9
 Eclipse Bow (Buy)	312		R5	S4	R5	S5	0	0				0			–––	20%	Blast		HR40	135000	L.Narg Tailspear x6, L.Narga Razor x5, Nargacuga Mantle x2, Cloudy Moonshard x1	10
 Eclipse Bow	312		R5	S4	R5	S5	0	0				0			–––	20%	Blast		HR40	90000	L.Narg Tailspear x4, L.Narga Razor x3, L.Narga Dapples x5, Cloudy Moonshard x1	10
 Virnar Bow (Buy)	276		S3	S3	P4	P4			0	0	0	0			O––	40%	Focus		7	112500	G.Narga Shard x10, G.Narga Razor+ x6, Hvy G.Narga Fang x8, Nargacuga Mantle x1	9
 Virnar Bow	276		S3	S3	P4	P4			0	0	0	0			O––	40%	Focus		7	75000	G.Narga Dapples x4, G.Narga Razor+ x3, Hvy G.Narga Fang x6	9
 Midnight Farflight	288		S3	S4	P4	P5			0	0	0	0			O––	40%	Focus		7	85000	G.Narga Shard x6, Rugged Pleura+ x4, G.Narg Tailspear x3, Nargacuga Mantle x1	9
 Alatreon Bow (Buy)	216	Dr300	S1	P3	P4	R3	0					0		+	–––	0%	Blast	9	DLC	75000	Brkn Skypiercer x3, Alatreon Scute x4, Alatreon Talon x3, ElderDragonBlood x3	7
 Alatreon Commandment	240	Dr350	S1	P3	P4	R3	0					0		+	–––	0%	Blast		DLC	100000	Alatreon Mantle x5, Skypiercer x2, Azure Dragongem x1, Alatreon Pallium x5	10

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Bow	ATTK	SPCL	C1	C2	C3	C4	PWR	POI	PAR	SLP	C.R.	PNT	EXH.	SLM.	SLOTS	AFF	ARC SHOT	VIL	TAV	COST	INGREDIENTS	RARITY
 Altheos Incanonis	264	Dr380	S1	P3	P5	R3	0					0		+	–––	0%	Blast		DLC	150000	Skyswayer x2, Alatreon Ripper x3, Alatreo Direwing x2, Azure Drgnsphire x1	10
 Nether Battlebow (Buy)	300	Li220	S4	R1	P4	R2			0		0	0			–––	0%	Wide		HR70	105000	A.Lagi Shard x8, A.Lagi Hardhorn x4, A.Lagi D-Shocker x5, A.Lagi Dynamo x1	10
 Nether Emprestador	312	Li270	S5	R1	P5	R2			0		0	0	0		–––	5%	Wide		HR70	140000	A.Lagi D-Shocker x5, A.Lagi Piel x5, A.Lagi Dynamo x1, Gushing Magma x3	10
 Megiddo Phoenix (Buy)	180	Fi480	S1	P4	P1	S5	0					0		+	–––	0%	Blast		8	120000	Miralis Fireback x5, Immortal Heart x1, Miralis Hellwing x2, ElderDragonBlood x5	10
 The Rysurrection	192	Fi550	S1	P5	P1	S5	0					0		+	–––	0%	Blast		8	145000	Miralis Fireclaw x5, Gushing Magma x2, Dire Dragongem x1, Elder Dragonbone x5	10

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Armor

Understanding the Armor Tables

Arzuros	DEF (2)	FI (3)	WA (3)	ICE (3)	LI (3)	DR (3)	STRNG. (4)	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	6	–1	2	0	1	2	B	Vil.★2	Tav.★1	1150	2

(1)



SKILL (5)	H (6)	B (6)	A (6)	L (6)	F (6)	TOTAL	ACTIVE SKILL
Anti-Theft	1	2	2	3		10	Anti-Theft
Rec Level	3	2	1	2		10	Recovery Up
Defense	1	2	3	2		10	Defense Up (S)
Paralysis	–2	–2	–2	–2		–10	Double Paralysis
Torso Up					E		

AS (7)	NO.	DEF	COST
AS	2	10	96
AS+	2	14	149
Adv	3	23	192
Hrd	2	29	615
Hvy	4	45	1230
Tru	11	56	2230

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Arzuros Cap	O––	Arzuros Shell x2, Arzuros Pelt x2, Jumbo Bone x2, Carpenterbug x3
	Arzuros Vest	O––	Arzuros Pelt x3, Arzuros Shell x1, Bnahabra Shell x2, Flashbug x3
	Arzuros Guards	O––	Arzuros Shell x2, Arzuros Brace x1, Arzuros Pelt x2, Altaroth Stomach x2
	Arzuros Coat	O––	Arzuros Pelt x2, Arzuros Shell x1, Jumbo Bone x1, Carpenterbug x3
	Arzuros Leggings	–––	Arzuros Brace x2, Arzuros Pelt x2, Bnahabra Shell x2, Flashbug x3

(1) **Class and Gender** that can use the armor.

(2) **DEF:** Defense of each piece.

(3) **Elemental Resistances:** FI = Fire, WA = Water, ICE = Ice, LI = Thunder, DR = Dragon.

(4) **STRNG:** Strengthening type of the armor. A Type receives more boosts from upgrading than B Type.

(5) **SKILL:** Skills activated by this equipment.

(6) **Points given by each piece:** H = Head armor, B = Body/Torso armor, A = Arm armor, L = Leg armor, F = Foot armor. Total is the number of points earned by equipment in general. The Active Skill is listed if enough points are given by the equipment to activate a particular Skill.

(7) **How many Armor Spheres are used to upgrade this equipment:**

AS: Armor Sphere

AS+: Armor Sphere+

Adv: Adv Armor Sphere

Hrd: Hrd Armor Sphere

Hvy: Hvy Armor Sphere

Tru: Tru Armor Sphere

No.: How many of each Armor Sphere variety is used to upgrade the equipment.

Def: How much defense the armor provides once it is fully upgraded.

Cost: How much it costs to for each incremental upgrade.



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Artian	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	46	0	–3	2	–3	3	A	Vil.★7	–	8800	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Guard Up		4	3		3	10	Guard Up
Stam Recov		2	4		4	10	Stam Recov Up

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	49	608
Adv	2	57	804
Hrd	2	67	1380
Hvy	3	91	2760
Tru	7v	105	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	–	–	–
	Artian Mail	O––	Large Fragment x3, Rusted Fragment x5, Fucium Ore x3, Carbalite Ore x6
	Artian Vambraces	O––	Slender Fragment x3, Rusted Fragment x5, Fucium Ore x3, Dragonite Ore x9
	–	–	–
	Artian Grieves	O––	Long Fragment x3, Rusted Fragment x5, Gracium x4, Dragonite Ore x9

Artian	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	23	1	–2	3	–2	4	B	Vil.★7	–	8800	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Precision		5	6		4	15	Steadiness+2
Recoil		3	3		4	10	Recoil Down+1

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	25	608
Adv	2	31	804
Hrd	2	37	1380
Hvy	4	53	2760
Tru	6	59	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	–	–	–
	Artian Vest	O––	Large Fragment x3, Rusted Fragment x5, Fucium Ore x3, Carbalite Ore x6
	Artian Guards	O––	Slender Fragment x3, Rusted Fragment x5, Fucium Ore x3, Dragonite Ore x9
	–	–	–
	Artian Leggings	O––	Long Fragment x3, Rusted Fragment x5, Gracium x4, Dragonite Ore x9

Artian X	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	80	0	–3	2	–3	4	A	Vil.★6*	–	13300	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
FreeElemnt		1	4		5	10	Awaken
Guard Up		4	3		3	10	Guard Up
Crit Draw		2	2			4	
Handicraft					3	3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	3	104	3660
Tru	5	114	4660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	–	–	–
	Artian Mail X	OO–	Eltalite Ore x5, Rusted Fragment x5, Large Fragment x3, Purecrystal x4
	Artian Vambraces X	OO–	Eltalite Ore x5, Rusted Fragment x5, Slender Fragment x3, Fucium Ore x8
	–	–	–
	Artian Greaves X	O––	Eltalite Ore x5, Rusted Fragment x5, Long Fragment x3, Meldspar Ore x4

* Need to obtain Eltalite Ore, Meldspar Ore and Purecrystal from Tavern 6 Quests

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Artian X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	46	1	–2	3	–2	5	B	Vil.★6*	–	13300	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Recoil		3	3		4	10	Recoil Down+1
Rapid Fire		3	2		5	10	Bonus Shot
FreeElemnt					3	3	
Tenderizer			3			3	
Loading		1				1	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	3	58	3660
Tru	5	63	4660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	–	–	–
	Artian Vest X	OO–	Eltalite Ore x5, Rusted Fragment x5, Large Fragment x3, Purecrystal x4
	Artian Guards X	OO–	Eltalite Ore x5, Rusted Fragment x5, Slender Fragment x3, Fucium Ore x8
	–	–	–
	Artian Leggings X	O––	Eltalite Ore x5, Rusted Fragment x5, Long Fragment x3, Meldspar Ore x4

* Need to obtain Eltalite Ore, Meldspar Ore and Purecrystal from Tavern 6 Quests

Agnaktor

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	24	2	–4	–1	0	0	A	Vil.★5	Tav.★2*	4150	3



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Flame Aura	2	3	1	2	2	10	Flame Aura
Sharpness	2	2	3	1	2	10	Razor Sharp
Fire Atk	2	1	2	2	3	10	Fire Atk+1
Guard	2	2	1	3	2	10	Guard+1
Potential	–1	–1	–1	–1	–1	–5	

AS	NO.	DEF	COST
AS	2	28	216
AS+	2	34	329
Adv	3	46	432
Hrd	2	56	915
Hvy	4	88	1830
Tru	7	102	2830

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Agnaktor Helm	–––	Agnaktor Shell x5, Agnaktor Beak x1, Agnaktor Hide x3, Dragonite Ore x5
	Agnaktor Mail	O––	Agnaktor Hide x4, Agnaktor Fin x2, Agnaktor Shell x5, G.Wroggi Hide x5
	Agnaktor Vambraces	OO–	Uroktor Scale x8, Monster Bone M x4, Lava Nugget x8, Firestone x1
	Agnaktor Faulds	O––	Agnaktor Scale x6, Agnaktor Fin x2, Agnaktor Claw x1, Agnaktor Tail x1
	Agnaktor Greaves	O––	Agnaktor Claw x1, Scalding Pleura x4, Agnaktor Hide x3, G.Wroggi Brace x3

Agnaktor

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	12	3	–3	0	1	1	B	Vil.★5	Tav.★2	4150	3



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Normal Up	5	1	3	2	2	13	Normal/Rapid Up
Precision	4	2	2	1	3	12	Steadiness+1
Flame Aura	2	3	1	2	2	10	Flame Aura
Fire Atk	2	2	3	1	2	10	Fire Atk+1
Potential	–1	–1	–1	–1	–1	–5	

AS	NO.	DEF	COST
AS	2	16	216
AS+	2	20	329
Adv	3	29	432
Hrd	2	35	915
Hvy	4	51	1830
Tru	7	58	2830

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Agnaktor Cap	–––	Agnaktor Shell x5, Agnaktor Beak x1, Agnaktor Hide x3, Dragonite Ore x5
	Agnaktor Vest	O––	Agnaktor Hide x4, Agnaktor Fin x2, Agnaktor Shell x5, G.Wroggi Hide x5
	Agnaktor Guards	O––	Uroktor Scale x8, Monster Bone M x4, Lava Nugget x8, Firestone x1
	Anaktor Coat	OO–	Agnaktor Scale x6, Agnaktor Fin x2, Agnaktor Claw x1, Agnaktor Tail x1
	Agnaktor Leggings	O––	Agnaktor Claw x1, Scalding Pleura x4, Agnaktor Hide x3, G.Wroggi Brace x3

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Agnaktor S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	56	3	–5	–1	0	0	A	Vil.★8	Tav.★5	9500	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Fire Atk	3	2	3	2	2	12	Fire Atk+1
Constitution	2	1	2	4	3	12	Constitution+1
Flame Aura	2	3	1	2	2	10	Flame Aura
Sharpness	3	1	3	2	1	10	Razor Sharp

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	59	650
Adv	2	67	860
Hrd	2	77	1450
Hvy	2	93	2900
Tru	9	111	3900

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Agnaktor Helm S	O––	Agnak Carapace x5, Agnaktor Beak x2, Agnaktor Hide+ x4, G.Wroggi Hide+ x4
	Agnaktor Mail S	OO–	Agnaktor Hide+ x4, Agnaktor Fin+ x2, Agnak Carapace x5, Firecell Stone x2
	Agnaktor Vambraces S	O––	Agnaktor Claw+ x5, Agnak Carapace x5, Agnaktor Tail x1, Lava Nugget x6
	Agnaktor Faulds S	O––	Agnaktor Fin+ x3, Agnaktor Scale x5, Uroktor Scale+ x8, G.Wroggi Hide x5
	Agnaktor Greaves S	OO–	Scalding Pleura x5, Agnaktor Hide+ x4, Wyvern Stone x1, G.Wroggi Brace x3

Agnaktor S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	28	4	–4	0	1	1	B	Vil.★8	Tav.★5	9500	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Precision	4	1	2	3	2	12	Steadiness+1
Fire Atk	4	2	2	2	2	12	Fire Atk+1
Flame Aura	2	3	1	2	2	10	Flame Aura
Normal Up	1	1	3	3	2	10	Normal/Rapid Up

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	30	650
Adv	2	36	860
Hrd	2	42	1450
Hvy	3	54	2900
Tru	8	62	3900

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Agnaktor Cap S	O––	Agnak Carapace x5, Agnaktor Beak x2, Agnaktor Hide+ x4, G.Wroggi Hide+ x4
	Agnaktor Vest S	OO–	Agnaktor Hide+ x4, Agnaktor Fin+ x2, Agnak Carapace x5, Firecell Stone x2
	Agnaktor Guards S	O––	Agnaktor Claw+ x5, Agnak Carapace x5, Agnaktor Tail x1, Lava Nugget x6
	Agnaktor Coat S	O––	Agnaktor Fin+ x3, Agnaktor Scale x5, Uroktor Scale+ x8, G.Wroggi Hide x5
	Agnaktor Leggings S	OO–	Scalding Pleura x5, Agnaktor Hide+ x4, Wyvern Stone x1, G.Wroggi Brace x3

Agnaktor V

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	58	–5	2	3	–1	–1	A	Vil.★9	Tav.★5	9500	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Guard	3	3	2	3	4	15	Guard+2
Sharpener	2	1	3	1	3	10	Speed Sharpening
Guard Up	2	2	1	2	3	10	Guard Up
Constitution	–2	–2	–3	–3	–3	–13	Constitution–1

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	61	650
Adv	2	69	860
Hrd	2	79	1450
Hvy	2	95	2900
Tru	8	111	3900

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Agnaktor Helm U	O––	G.Agnak Carapace x5, G.Agnak Beak x2, G.Agnak Hide+ x3, Velvety Hide x8
	Agnaktor Mail U	O––	G.Agnak Hide+ x4, G.Agnak Fin+ x3, G.Agnak Carapace x5, G.Baggi Hide x4
	Agnaktor Vambraces U	OO–	G.Agnak Claw+ x3, G.Agnak Carapace x5, Wyvern Stone x1, G.Baggi Claw+ x3
	Agnaktor Faulds U	OO–	G.Agnak Fin+ x2, G.Agnak Tail x1, G.Agnak Hide+ x4, G.Baggi Claw x3
	Agnaktor Greaves U	–––	Dewy Pleura+ x5, G.Agnak Fin+ x2, G.Agnak Claw+ x3, G.Baggi Hide+ x4

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Agnaktor V

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	29	–4	3	4	0	0	B	Vil.★9	Tav.★5	9500	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Reload Speed	2	2	2	3	3	12	Reload Speed+1
Expert	2	2	3	1	4	12	Critical Eye+1
Pierce Up	3	2	1	2	2	10	Pierce/Pierce Up
Constitution	–2	–2	–3	–3	–3	–13	Constitution–1

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	31	650
Adv	2	37	860
Hrd	2	43	1450
Hvy	3	55	2900
Tru	7	62	3900

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Agnaktor Cap U	O––	G.Agnak Carapace x5, G.Agnak Beak x2, G.Agnak Hide+ x3, Velvety Hide x8
	Agnaktor Vest U	O––	G.Agnak Hide+ x4, G.Agnak Fin+ x3, G.Agnak Carapace x5, G.Baggi Hide x4
	Agnaktor Guards U	OO–	G.Agnak Claw+ x3, G.Agnak Carapace x5, Wyvern Stone x1, G.Baggi Claw+ x3
	Agnaktor Coat U	OO–	G.Agnak Fin+ x2, G.Agnak Tail x1, G.Agnak Hide+ x4, G.Baggi Claw x3
	Agnaktor Leggings U	–––	Dewy Pleura+ x5, G.Agnak Fin+ x2, G.Agnak Claw+ x3, G.Baggi Hide+ x4

Agnaktor X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	90	4	–6	–1	0	0	A	–	Tav.★7	15600	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Fire Atk	4	2	2	1	3	12	Fire Atk+1
Flame Aura	2	3	1	2	2	10	Flame Aura
Sharpness	4	2	2		2	10	Razor Sharp
Constitution	3	2		3	2	10	Constitution+1
FreeElemnt	1			2		3	
Fencing			3			3	
Handicraft		2			1	3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	106	4120
Tru	5	116	5120

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Agnaktor Helm X	–––	Agnaktor Cortex x5, Agnaktor Beak x3, Agnaktor Piel x4, Agnaktor Talon x2
	Agnaktor Mail X	–––	Agnaktor Piel x4, Fine Agnak Fin x2, Agnaktor Cortex x5, Allfire Stone x2
	Agnaktor Vambraces X	OOO	Agnaktor Talon x3, Agnaktor Cortex x3, Agnaktor Tail x2, Monster Slogbone x4
	Agnaktor Faulds X	OOO	Fine Agnak Fin x3, Scorching Pleura x4, Supple Piel x5, Fey Wyvern Gem x1
	Agnaktor Greaves X	OO–	Scorching Pleura x5, Agnaktor Piel x4, Lrg Wyvern Stone x1, G.Wroggi Piel x3

Agnaktor X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	51	5	–5	0	1	1	B	–	Tav.★7	15600	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Fire Atk	4	2	2	2	2	12	Fire Atk+1
Flame Aura	2	3	1	2	2	10	Flame Aura
Normal Up	4	2	2		2	10	Normal/Rapid Up
Precision	3	2		2	3	10	Steadiness+1
FreeElemnt	1			2		3	
Loading		2			1	3	
Tenderizer			3			3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	59	4120
Tru	5	64	5120

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Agnaktor Cap X	–––	Agnaktor Cortex x5, Agnaktor Beak x3, Agnaktor Piel x4, Agnaktor Talon x2
	Agnaktor Vest X	–––	Agnaktor Piel x4, Fine Agnak Fin x2, Agnaktor Cortex x5, Allfire Stone x2
	Agnaktor Guards X	OOO	Agnaktor Talon x3, Agnaktor Cortex x3, Agnaktor Tail x2, Monster Slogbone x4
	Agnaktor Coat X	OOO	Fine Agnak Fin x3, Scorching Pleura x4, Supple Piel x5, Fey Wyvern Gem x1
	Agnaktor Leggings X	OO–	Scorching Pleura x5, Agnaktor Piel x4, Lrg Wyvern Stone x1, G.Wroggi Piel x3

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Agnaktor Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	90	–6	3	4	–2	–2	A	–	Tav.★7	15600	15600



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Guard	3	3	2	3	4	15	Guard+2
Fencing	2	1	3	1	3	10	Mind's Eye
Guard Up	2	2	1	2	3	10	Guard Up
Constitution	–3	–1	–3	–3	–3	–13	Constitution–1

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	106	4120
Tru	5	116	5120

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Agnaktor Helm Z	O––	G.Agnak Cortex x5, G.Agnak Beak x3, G.Agnak Piel x3, Monster Essence x6
	Agnaktor Mail Z	OO–	G.Agnak Piel x4, Fine G.Agnak Fin x3, G.Agnak Cortex x5, Frozen Glob x4
	Agnaktor Vambraces Z	OO–	G.Agnak Talon x3, G.Agnak Cortex x5, Lrg Wyvern Stone x1, Imperial Crest x2
	Agnaktor Faulds Z	OO–	Fine G.Agnak Fin x2, G.Agnak Tail x2, G.Agnak Piel x4, Lagombi Fur x5
	Agnaktor Greaves Z	–––	Drenched Pleura x5, Fine G.Agnak Fin x2, G.Agnak Talon x3, Great Baggi Piel x2

Agnaktor Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	51	–5	4	5	–1	–1	B	–	Tav.★7	15600	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Reload Speed	3	2	3	3	4	15	Reload Speed+2
Pierce Up	3	2	1	2	2	10	Pierce/Pierce Up
Rapid Fire	1	1	3	2	3	10	Bonus Shot
Constitution	–2	–2	–3	–3	–3	–13	Constitution–1

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	59	4120
Tru	5	64	5120

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Agnaktor Cap Z	O––	G.Agnak Cortex x5, G.Agnak Beak x3, G.Agnak Piel x3, Monster Essence x6
	Agnaktor Vest Z	OO–	G.Agnak Piel x4, Fine G.Agnak Fin x3, G.Agnak Cortex x5, Frozen Glob x4
	Agnaktor Guards Z	OO–	G.Agnak Talon x3, G.Agnak Cortex x5, Lrg Wyvern Stone x1, Imperial Crest x2
	Agnaktor Coat Z	OO–	Fine G.Agnak Fin x2, G.Agnak Tail x2, G.Agnak Piel x4, Lagombi Fur x5
	Agnaktor Leggings Z	–––	Drenched Pleura x5, Fine G.Agnak Fin x2, G.Agnak Talon x3, Great Baggi Piel x2

Arzuros

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	11	–2	1	–1	0	1	A	Vil.★2	Tav.★1	1150	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Anti-Theft	1	3	2	1		10	Anti-Theft
Rec Level	2	1	3	3		10	Recovery Up
Defense	1	2	2	3		10	Defense Up (S)
Paralysis	–2	–2	–2	–2		–10	Double Paralysis
Torso Up					E		

AS	NO.	DEF	COST
AS	2	15	96
AS+	2	21	149
Adv	3	33	192
Hrd	2	43	615
Hvy	4	75	1230
Tru	13	101	2230

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Arzuros Helm	O––	Arzuros Shell x2, Arzuros Pelt x2, Jumbo Bone x2, Carpenterbug x3
	Arzuros Mail	O––	Arzuros Pelt x3, Arzuros Shell x1, Bnahabra Shell x2, Flashbug x3
	Arzuros Vambraces	O––	Arzuros Shell x2, Arzuros Brace x1, Arzuros Pelt x2, Altaroth Stomach x2
	Arzuros Faulds	O––	Arzuros Pelt x2, Arzuros Shell x1, Jumbo Bone x1, Carpenterbug x3
	Arzuros Greaves	–––	Arzuros Brace x2, Arzuros Pelt x2, Bnahabra Shell x2, Flashbug x3

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Arzuros

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	6	–1	2	0	1	2	B	Vil.★2	Tav.★1	1150	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Anti-Theft	1	2	2	3		10	Anti-Theft
Rec Level	3	2	1	2		10	Recovery Up
Defense	1	2	3	2		10	Defense Up (S)
Paralysis	–2	–2	–2	–2		–10	Double Paralysis
Torso Up					E		

AS	NO.	DEF	COST
AS	2	10	96
AS+	2	14	149
Adv	3	23	192
Hrd	2	29	615
Hvy	4	45	1230
Tru	11	56	2230

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Arzuros Cap	O––	Arzuros Shell x2, Arzuros Pelt x2, Jumbo Bone x2, Carpenterbug x3
	Arzuros Vest	O––	Arzuros Pelt x3, Arzuros Shell x1, Bnahabra Shell x2, Flashbug x3
	Arzuros Guards	O––	Arzuros Shell x2, Arzuros Brace x1, Arzuros Pelt x2, Altaroth Stomach x2
	Arzuros Coat	O––	Arzuros Pelt x2, Arzuros Shell x1, Jumbo Bone x1, Carpenterbug x3
	Arzuros Leggings	–––	Arzuros Brace x2, Arzuros Pelt x2, Bnahabra Shell x2, Flashbug x3

Arzuros S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	37	–3	2	–2	0	2	A	Vil.★6	Tav.★3	7200	7200



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Defense	3	4	2	2		15	DefUP
Anti-Theft	4	1	2	2		10	Anti-Theft
Rec Level	2	2	2	2		10	Recovery Up
Stam Drain	2	2	2	2		10	Stamina Thief
Paralysis	–2	–2	–2	–2		–10	Double Paralysis
Torso Up					E		

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	40	512
Adv	2	48	676
Hrd	2	58	1220
Hvy	3	82	2440
Tru	10	102	3440

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Arzuros Helm S	–––	Arzuros Carapace x3, Stoutbone x2, Arzuros Pelt x3, Hercudrome x3
	Arzuros Mail S	–––	Arzuros Pelt+ x5, Arzuros Carapace x2, Bnaha Carapace x3, King Scarab x2
	Arzuros Vambraces S	OO–	Arzuros Carapace x3, Arzuros Brace+ x3, Arzuros Pelt x3, Quality Sac x2
	Arzorus Faulds S	OO–	Arzuros Pelt+ x5, Stoutbone x2, Arzuros Shell x3, Hercudrome x3
	Arzuros Greaves S	–––	Arzuros Brace+ x2, Arzuros Pelt+ x4, Bnahabra Shell x3, King Scarab x2

Arzuros S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	19	–2	3	–1	1	3	B	Vil.★6	Tav.★3	7200	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Defense	4	4	1	2		15	DefUP (M)
Anti-Theft	1	2	3	2		10	Anti-Theft
Rec Level	4	1	2	2		10	Recovery Up
Stam Drain	2	2	2	2		10	Stamina Thief
Paralysis	–2	–2	–2	–2		–10	Double Paralysis
Torso Up					E		

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	21	512
Adv	2	27	676
Hrd	2	33	1220
Hvy	4	49	2440
Tru	9	58	3440

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Arzuros Cap S	–––	Arzuros Carapace x3, Stoutbone x2, Arzuros Pelt x3, Hercudrome x3
	Arzuros Vest S	–––	Arzuros Pelt+ x5, Arzuros Carapace x2, Bnaha Carapace x3, King Scarab x2
	Arzuros Guards S	OO–	Arzuros Carapace x3, Arzuros Brace+ x3, Arzuros Pelt x3, Quality Sac x2
	Arzuros Coat S	OO–	Arzuros Pelt+ x5, Stoutbone x2, Arzuros Shell x3, Hercudrome x3
	Arzuros Leggings S	–––	Arzuros Brace+ x2, Arzuros Pelt+ x4, Bnahabra Shell x3, King Scarab x2

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Arzuros X	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	72	–5	3	–3	0	3	A	–	Tav.★6	12300	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Honey	2	2	3	1		10	Honey Hunter
Spd Gather	2	1	3	3		10	Speed Gatherer
Gluttony	3	1	3	2		10	Gourmand
Charmer	2		2	2		6	
Whim		3				6	
Torso Up					E		

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	2	82	1730
Hvy	2	98	3460
Tru	8	114	4460

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Arzuros Helm X	OO–	Arzuros Cortex x3, Massive Bone x2, Arzuros Pelt+ x3, Eltalite Ore x6
	Arzuros Mail X	OO–	Arzuros Allbrace x2, Arzuros Cortex x2, Bnahabra Cutwing x3, Emperor Hopper x4
	Arzuros Vambraces X	O––	Arzuros Cortex x3, Arzuros Allbrace x3, Arzuros Pelt+ x3, Prized Stomach x2
	Arzuros Faulds X	OOO	Arzuros Allbrace x2, Massive Bone x2, Arzuros Carapace x3, Eltalite Ore x6
	Arzuros Greaves X	–––	Arzuros Allbrace x2, Crushing Fang x2, Bnaha Carapace x3, Emperor Hopper x4

Arzuros X	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	42	–4	4	–2	1	4	B	–	Tav.★6	12300	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Honey	3	1	3	2		10	Honey Hunter
Spd Gather	3	1	3	2		10	Spd Gather
Gluttony	1	2	3	2		10	Gourmand
Charmer	2		2	2		6	
Whim		3				6	
Torso Up					E		

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	2	48	1730
Hvy	2	56	3460
Tru	8	64	4460

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Arzuros Cap X	OO–	Arzuros Cortex x3, Massive Bone x2, Arzuros Pelt+ x3, Eltalite Ore x6
	Arzuros Vest X	OO–	Arzuros Allbrace x2, Arzuros Cortex x2, Bnahabra Cutwing x3, Emperor Hopper x4
	Arzuros Guards X	O––	Arzuros Cortex x3, Arzuros Allbrace x3, Arzuros Pelt+ x3, Prized Stomach x2
	Arzuros Coat X	OOO	Arzuros Allbrace x2, Massive Bone x2, Arzuros Carapace x3, Eltalite Ore x6
	Arzuros Leggings X	–––	Arzuros Allbrace x2, Crushing Fang x2, Bnaha Carapace x3, Emperor Hopper x4

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Nether

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	106	–5	3	0	4	–7	A	–	HR70	66666	10



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
CurrentRes	5	2		4	4	15	Current Res (Hi)
Edgemaster	1	2	3	3	1	10	Honed Blade
Stam Recov	2	2	1	3	2	10	Stam Recov Up
Expert	–4	–3	–4	–2	–2	–15	Critical Eye–2

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	–	–	–
Tru	7	120	15333

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Nether Helm	–––	A.Lagi Hardhorn x2, A.Lagi Shard x4, A.Lagi Dynamo x1, Lagiacrus Mantle x1
	Nether Mail	O––	A.Lagi Piel x4, A.Lagi Hardhorn x3, Lagiacrus Flail x2, Earth Drgnsphire x1
	Nether Vambraces	OOO	A.Lagi Shard x5, Lagiacrus Talon x3, A.Lagi Dynamo x1, Zin Skymerald x1
	Nether Faulds	–––	A.Lagi Piel x4, A.Lagi D-Shocker x4, Lagiacrus Flail x2, Dark Dragongem x1
	Nether Greaves	OO–	A.Lagi Shard x5, A.Lagi D-Shocker x2, Ghostly Quartz x1, Cloudy Moonshard x1

Nether

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	59	–4	4	1	5	–6	B	–	HR70	66666	10



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
CurrentRes	5	3		4	3	15	Current Res (Hi)
SteadyHand	2	2	2	3	1	10	Silver Bullet
Stam Recov	1	2	2	3	2	10	Stam Recov Up
Expert	–3	–2	–4	–3	–3	–15	Critical Eye–2

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	–	–	–
Tru	7	66	15333

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Nether Cap	–––	A.Lagi Hardhorn x2, A.Lagi Shard x4, A.Lagi Dynamo x1, Lagiacrus Mantle x1
	Nether Vest	O––	A.Lagi Piel x4, A.Lagi Hardhorn x3, Lagiacrus Flail x2, Earth Drgnsphire x1
	Nether Guards	OOO	A.Lagi Shard x5, Lagiacrus Talon x3, A.Lagi Dynamo x1, Zin Skymerald x1
	Nether Coat	–––	A.Lagi Piel x4, A.Lagi D-Shocker x4, Lagiacrus Flail x2, Dark Dragongem x1
	Nether Leggings	OO–	A.Lagi Shard x5, A.Lagi D-Shocker x2, Ghostly Quartz x1, Cloudy Moonshard x1

Amagi

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Gunner	30	4	2	–3	1	–3	B	–	–	15500	7



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Defense	3	4	2	5	4	18	Defense Up (M)
Recoil	2	1	3	3	3	12	Recoil Down+1
Pierce Up	2	2	2	1	3	10	Pierce/Pierce Up
Reload Speed	–2	–2	–2	–2	–2	–10	Reload Speed–1

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	32	1010
Adv	2	38	1340
Hrd	2	44	2050
Hvy	2	52	4100
Tru	8	60	5100

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Amagi Hachigane	OO–	Sturdy Fang+ x4, Mohran Scale+ x5, Mohran Carapace x3, Rathian Plate x1
	Amagi Muneate	O––	Mohran Carapace x6, Sturdy Fang+ x4, ElderDragonBlood x1, Quality Fin x6
	Amagi Kote	OO–	Mohran Scale+ x6, Mohran Brace+ x1, Earth Dragongem x1, Bathycite Ore x3
	Amagi Koshiate	O––	Mohran Brace+ x4, Mohran Carapace x6, Mohran Scale+ x2, Rathalos Plate x1
	Amagi Hakama	–––	Mohran Scale+ x5, Mohran Carapace x6, Earth Dragongem x1, Big Fin x10

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Amagi Prime

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Gunner	58	–6	4	4	–1	–1	B	–	Tav.★8	35500	10



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Health	5	1	4	3	2	15	Health +50
Attack	4	1	5	1	4	15	Attack Up (M)
Rapid Fire	2	1	3	2	2	10	Bonus Shot
Stamina	–2	–2	–2	–2	–2	–10	Short Sprinter

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	–	–	–
Tru	8	66	9100

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Amagi Jingasa Prime	–––	H.Jhen Rockskin x4, G.Ceadeus Fur x4, Ghostly Quartz x2, Deviljho Ripper x1
	Amagi Muneate Prime	OOO	Deific Fang x2, G.Ceadeus Shard x6, Earth Drgnsphire x1, Giant Fin x4
	Amagi Kote Prime	–––	H.Jhen Allbrace x4, Deific Fang x3, S.Zin Cortex x5, Meldspar Ore x5
	Amagi Koshiate Prime	OOO	H.Jhen Rockskin x4, G.Ceadeus Coat x5, ElderDragonBlood x4, Vile Fang x1
	Amagi Hakama Prime	OO–	H.Jhen Shard x5, Ghostly Quartz x2, S.Zinogre Talon x4, Purecrystal x2

Grand Amagi

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Gunner	58	5	2	–4	1	–4	B	–	DL	35500	10



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Unshakable	2	1	2	3	2	10	Rock Steady
Pierce Up	1	3	1	3	2	10	Pierce/Pierce Up
Recoil	3	1	2	3	1	10	Recoil Down+1
Reload Speed	–2	–2	–2	–2	–2	–10	Reload Speed–1
Guts				2		2	
FreeElemnt		2				2	
Loading			2			2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	–	–	–
Tru	8	66	9100

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Grand Amagi Jingasa	OO–	Mohran Shard x5, Deific Fang x4, Mohran Carapace x5, Conqueror's Seal x1
	Grand Amagi Muneate	O––	Mohran Rockskin x6, Deific Fang x4, ElderDragonBlood x1, Conqueror's Seal x1
	Grand Amagi Kote	OO–	Mohran Shard x6, Mohran Allbrace x1, Sturdy Fang+ x2, Conqueror's Seal x1
	Grand Amagi Koshiate	–––	Mohran Allbrace x4, Mohran Rockskin x6, Mohran Scale+ x5, Conqueror's Seal x1
	Grand Amagi Hakama	OOO	Mohran Shard x5, Mohran Rockskin x6, Earth Drgnsphire x1, Conqueror's Seal x1

Alloy

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	6	–1	1	–1	–2	0	A	Vil.★3	Tav.★1	750	1



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Sharpener	2	1	4	2		10	Speed Sharpening
Wind Res	2	3	1	1		10	Windproof (Lo)
Expert	3	2	2	1		10	Critical Eye+1
Torso Up					E		
Gathering	–2	–2	–1	–1		–8	

AS	NO.	DEF	COST
AS	2	10	80
AS+	2	16	125
Adv	3	28	160
Hrd	2	38	575
Hvy	4	70	1150
Tru	15	100	2150

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Alloy Helm	O––	Machalite Ore x3, Earth Crystal x2, Iron Ore x3
	Alloy Mail	O––	Machalite Ore x3, Pelagicite Ore x2, Iron Ore x2
	Alloy Vambraces	–––	Machalite Ore x2, Earth Crystal x2, Iron Ore x4
	Alloy Coil	O––	Machalite Ore x2, Pelagicite Ore x2, Iron Ore x3
	Alloy Greaves	–––	Machalite Ore x4, Earth Crystal x2, Iron Ore x2

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Alloy

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	3	0	2	0	–1	1	B	Vil.★3	Tav.★1	750	1



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Pellet S+	2	2	2	2		10	Use Lv1 Clust S
Pellet Up	2	2	3	1		10	Pellet/Spread Up
Reload Speed	2	1	3	3		10	Reload Speed+1
Torso Up					E		
Gathering	–1	–2	–2	–1		–8	

AS	NO.	DEF	COST
AS	2	7	80
AS+	2	11	125
Adv	3	20	160
Hrd	2	26	575
Hvy	4	42	1150
Tru	13	55	2150

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Alloy Cap	O––	Machalite Ore x3, Earth Crystal x2, Iron Ore x3
	Alloy Vest	O––	Machalite Ore x3, Pelagicite Ore x2, Iron Ore x2
	Alloy Guard	–––	Machalite Ore x2, Earth Crystal x2, Iron Ore x4
	Alloy Coat	O––	Machalite Ore x2, Pelagicite Ore x2, Iron Ore x3
	Alloy Leggings	–––	Machalite Ore x4, Earth Crystal x2, Iron Ore x2

Alloy S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	28	–1	2	–2	–3	0	A	6900	Tav.★3	6900	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Expert	3	3	2	2		13	Critical Eye+1
Sharpener	2	1	3	3		10	Speed Sharpening
Wind Res	1	3	1	2		10	Windproof (Lo)
Gathering	–3	–2	–2	–1		–10	Gathering–1
Torso Up					E		

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	31	494
Adv	2	39	652
Hrd	2	49	1190
Hvy	5	89	2380
Tru	6	101	3380

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Alloy Helm S	O––	Bathycite Ore x1, Carbalite Ore x1, Dragonite Ore x5, Pelagicite Ore x3
	Alloy Mail S	O––	Bathycite Ore x2, Carbalite Ore x2, Machalite Ore x7, Iron Ore x10
	Alloy Vambraces S	O––	Bathycite Ore x2, Carbalite Ore x3, Machalite Ore x7, Earth Crystal x7
	Alloy Coil S	O––	Bathycite Ore x1, Carbalite Ore x2, Dragonite Ore x5, Pelagicite Ore x5
	Alloy Greaves S	–––	Bathycite Ore x3, Carbalite Ore x3, Firestone x3, Isisium x5

Alloy S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	14	0	3	–1	–2	1	B	Vil.★6	Tav.★3	6900	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Reload Speed	1	4	3	3		15	Reload Speed+2
Pellet S+	3	2	1	2		10	Use Lv1 Clust S
Pellet Up	2	2	2	2		10	Pellet/Spread Up
Gathering	–3	–1	–3	–2		–10	Gathering–1
Torso Up					E		

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	16	494
Adv	2	22	652
Hrd	2	28	1190
Hvy	6	52	2380
Tru	5	57	3380

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Alloy Cap S	O––	Bathycite Ore x1, Carbalite Ore x1, Dragonite Ore x5, Pelagicite Ore x3
	Alloy Vest S	O––	Bathycite Ore x2, Carbalite Ore x2, Machalite Ore x7, Iron Ore x10
	Alloy Guards S	O––	Bathycite Ore x2, Carbalite Ore x3, Machalite Ore x7, Earth Crystal x7
	Alloy Coat S	O––	Bathycite Ore x1, Carbalite Ore x2, Dragonite Ore x5, Pelagicite Ore x5
	Alloy Leggings S	–––	Bathycite Ore x3, Carbalite Ore x3, Firestone x3, Isisium x5

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Ingot	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	19	–2	–2	0	2	0	A	Vil.★5	Tav.★2	2850	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
ThunderAtk	1	2	2	3	2	10	Thunder Atk+1
Guard Up	2	1	1	3	3	10	Guard Up
Sheathing	3	1	3	2	1	10	Quick Sheath
Whim	–2	–2	–2	–2	–2	–10	Spectre's Whim

AS	NO.	DEF	COST
AS	2	23	164
AS+	2	29	251
Adv	3	41	328
Hrd	2	51	785
Hvy	4	83	1570
Tru	8	99	2570

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Ingot Helm	O––	Dragonite Ore x2, Isisium x2, Pelagicite Ore x1, Lightcrystal x1
	Ingot Mail	O––	Dragonite Ore x4, Firestone x1, Pelagicite Ore x1, Lightcrystal x1
	Ingot Vambraces	O––	Dragonite Ore x2, Lightcrystal x2, Firestone x1, Machalite Ore x5
	Ingot Coil	–––	Dragonite Ore x4, Firestone x1, Isisium x3, Machalite Ore x5
	Ingot Graves	O––	Dragonite Ore x3, Isisium x2, Pelagicite Ore x2, Machalite Ore x5

Ingot	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	10	–1	–1	1	3	1	B	Vil.★5	Tav.★2	2850	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Pellet Up	2	1	2	2	3	10	Pellet/Spread Up
Recoil	3	1	2	3	1	10	Recoil Down+1
ThunderAtk	1	2	2	3	2	10	Thunder Atk+1
Whim	–2	–2	–2	–2	–2	–10	Spectre's Whim

AS	NO.	DEF	COST
AS	2	14	164
AS+	2	18	251
Adv	3	27	328
Hrd	2	33	785
Hvy	4	49	1570
Tru	8	57	2570

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Ingot Cap	O––	Dragonite Ore x2, Isisium x2, Pelagicite Ore x1, Lightcrystal x1
	Ingot Vest	O––	Dragonite Ore x4, Firestone x1, Pelagicite Ore x1, Lightcrystal x1
	Ingot Guards	O––	Dragonite Ore x2, Lightcrystal x2, Firestone x1, Machalite Ore x5
	Ingot Coat	–––	Dragonite Ore x4, Firestone x1, Isisium x3, Machalite Ore x5
	Ingot Leggings	O––	Dragonite Ore x3, Isisium x2, Pelagicite Ore x2, Machalite Ore x5

Ingot S	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	48	–2	–3	0	3	1	A	Vil.★8	Tav.★4	8800	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
ThunderAtk	3	2	1	3	3	12	Thunder Atk+1
Guard Up	3	2	1	1	3	10	Guard Up
Sheathing	3	1	4	1	1	10	Quick Sheath
Whim	–2	–2	–2	–2	–2	–10	Spectre's Whim

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	51	608
Adv	2	59	804
Hrd	2	69	1380
Hvy	2	85	2760
Tru	9	103	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Ingot Helm S	–––	Fucium Ore x2, Gracium x3, Bathycite Ore x2, Carbalite Ore x5
	Ingot Mail S	O––	Fucium Ore x3, Firecell Stone x2, Bathycite Ore x2, Carbalite Ore x5
	Ingot Vambraces S	OO–	Fucium Ore x2, Gracium x3, Bathycite Ore x2, Lava Nugget x2
	Ingot Coil S	OO–	Fucium Ore x2, Firecell Stone x2, Carbalite Ore x5, Lava Nugget x2
	Ingot Greaves S	O––	Fucium Ore x3, Gracium x3, Bathycite Ore x1, Carbalite Ore x5

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Ingot S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	24	–1	–2	1	4	2	B	Vil.★8	Tav.★4	8800	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
ThunderAtk	4	2	2	1	3	12	Thunder Atk+1
Pellet Up	3	1	2	1	3	10	Pellet/Spread Up
Recoil	3	2	1	3	1	10	Recoil Down+1
Whim	–2	–2	–2	–2	–2	–10	Spectre's Whim

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	26	608
Adv	2	32	804
Hrd	2	38	1380
Hvy	3	50	2760
Tru	8	58	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Ingot Cap S	–––	Fucium Ore x2, Gracium x3, Bathycite Ore x2, Carbalite Ore x5
	Ingot Vest S	O––	Fucium Ore x3, Firecell Stone x2, Bathycite Ore x2, Carbalite Ore x5
	Ingot Guards S	OO–	Fucium Ore x2, Gracium x3, Bathycite Ore x2, Lava Nugget x2
	Ingot Coat S	OO–	Fucium Ore x2, Firecell Stone x2, Carbalite Ore x5, Lava Nugget x2
	Ingot Leggings S	O––	Fucium Ore x3, Gracium x3, Bathycite Ore x1, Carbalite Ore x5

Ingot X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	76	–3	–3	0	3	2	A	–	Tav.★7	12600	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
ThunderAtk	4	3	3	1	4	15	Thunder Atk+2
Guard Up	2	2	1	3	2	10	Guard Up
Sheathing	3	1	3	2	1	10	Quick Sheath
Whim	–2	–2	–2	–2	–2	–10	Spectre's Whim
Handicraft	1		1		1	3	
Crit Draw		1		1		2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	3	100	3520
Tru	6	112	4520

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Ingot Helm X	O––	Allfire Stone x2, Gracium x2, Eltalite Ore x2, Carbalite Ore x5
	Ingot Mail X	O––	Allfire Stone x3, Firecell Stone x3, Eltalite Ore x2, Carbalite Ore x5
	Ingot Vambraces X	OO–	Allfire Stone x2, Gracium x4, Eltalite Ore x2, Lava Nugget x2
	Ingot Coil X	OO–	Allfire Stone x2, Firecell Stone x3, Eltalite Ore x2, Lava Nugget x2
	Ingot Greaves X	O––	Allfire Stone x3, Gracium x2, Eltalite Ore x1, Carbalite Ore x5

Ingot X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	44	–2	–2	1	4	3	B	–	Tav.★7	12600	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
ThunderAtk	4	3	2	2	4	15	Thunder Atk+2
Pellet Up	2	2	3	2	1	10	Pellet/Spread Up
Recoil	3	1	1	2	3	10	Recoil Down+1
Whim	–2	–2	–2	–2	–2	–10	Spectre's Whim
Loading	1		2		2	5	
Tenderizer		1		2		3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	3	56	3520
Tru	6	62	4520

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Ingot Cap X	O––	Allfire Stone x2, Gracium x2, Eltalite Ore x2, Carbalite Ore x5
	Ingot Vest X	O––	Allfire Stone x3, Firecell Stone x3, Eltalite Ore x2, Carbalite Ore x5
	Ingot Guards X	OO–	Allfire Stone x2, Gracium x4, Eltalite Ore x2, Lava Nugget x2
	Ingot Coat X	OO–	Allfire Stone x2, Firecell Stone x3, Eltalite Ore x2, Lava Nugget x2
	Ingot Leggings X	O––	Allfire Stone x3, Gracium x2, Eltalite Ore x1, Carbalite Ore x5

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From the Library of Hao Feng

Lagombi

Blademaster

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
15	–2	0	1	–1	0	A	Vil.★4	Tav.★1	1350	1350



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
LastingPwr	4	2	1	2	1	10	Item Effect Up
Evade Dist	2	2	2	2	2	10	Evade Extender
Cold Res	2	2	3	2	1	10	Cold Cancel
Heat Res	–2	–2	–2	–2	–2	–10	Heat Surge

AS	NO.	DEF	COST
AS	2	19	104
AS+	2	25	161
Adv	3	37	208
Hrd	2	47	635
Hvy	4	79	1270
Tru	11	101	2270

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Lagombi Helm	–––	Lagombi Ear x2, Jumbo Bone x2, Baggi Hide x4, Isisium x2
	Lagombi Mail	O––	Lagom Plastron x2, Lagombi Pelt x2, Baggi Scale x4, Killer Beetle x3
	Lagombi Vambraces	O––	Lagombi Claw x2, Lagombi Pelt x2, Lagom Plastron x1, Velvety Hide x4
	Lagombi Faulds	O––	Lagombi Pelt x3, Lagombi Claw x1, Jumbo Bone x2, Killer Beetle x3
	Lagombi Greaves	OO–	Lagombi Pelt x2, Lagom Plastron x2, Lagombi Claw x1, Carpenterbug x8

Lagombi

Gunner

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
8	–1	1	2	0	1	B	Vil.★4	Tav.★1	1350	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
LastingPwr	3	3	1	2	1	10	Item Effect Up
Evade Dist	3	1	2	2	2	10	Evade Extender
Cold Res	3	2	2	2	1	10	Cold Cancel
Heat Res	–2	–2	–2	–2	–2	–10	Heat Surge

AS	NO.	DEF	COST
AS	2	12	104
AS+	2	16	161
Adv	3	25	208
Hrd	2	31	635
Hvy	4	47	1270
Tru	10	57	2270

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Lagombi Cap	–––	Lagombi Ear x2, Jumbo Bone x2, Baggi Hide x4, Isisium x2
	Lagombi Vest	O––	Lagom Plastron x2, Lagombi Pelt x2, Baggi Scale x4, Killer Beetle x3
	Lagombi Guards	O––	Lagombi Claw x2, Lagombi Pelt x2, Lagom Plastron x1, Velvety Hide x4
	Lagombi Coat	O––	Lagombi Pelt x3, Lagombi Claw x1, Jumbo Bone x2, Killer Beetle x3
	Lagombi Leggings	OO–	Lagombi Pelt x2, Lagom Plastron x2, Lagombi Claw x1, Carpenterbug x8

Lagombi S

Blademaster

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
40	–3	0	2	–1	0	A	Vil.★7	Tav.★4	7500	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
LastingPwr	3	2	1	2	2	10	Item Effect Up
Evade Dist	2	3	2	1	2	10	Evade Extender
Cold Res	2	1	3	2	2	10	Cold Cancel
Expert	3	1	2	2	2	10	Critical Eye+1
Heat Res	–2	–2	–2	–2	–2	–10	Heat Surge

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	43	530
Adv	2	51	700
Hrd	2	61	1250
Hvy	3	85	2500
Tru	9	103	3500

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Lagombi Helm S	O––	Lagombi Ear+ x2, Stoutbone x2, Baggi Hide x5, Gracium x3
	Lagombi Mail S	O––	Lagom Plastron+ x3, Lagombi Pelt+ x3, Baggi Scale+ x6, King Scarab x2
	Lagombi Vambraces S	O––	Lagombi Claw+ x2, Lagombi Pelt x3, Lagom Plastron+ x3, King Scarab x2
	Lagombi Faulds S	OO–	Lagombi Pelt+ x3, Lagombi Claw+ x2, Stoutbone x3, Hercudrome x8
	Lagombi Greaves S	O––	Lagombi Pelt+ x3, Lagom Plastron+ x3, Lagombi Claw+ x1, Velvety Hide x8

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Lagombi S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	20	–2	1	3	0	1	B	Vil.★7	Tav.★4	7500	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
LastingPwr	4	2	1	2	1	10	Item Effect Up
Evade Dist	1	3	2	2	2	10	Evade Extender
Cold Res	3	1	2	2	2	10	Cold Cancel
Expert	2	1	3	1	3	10	Critical Eye+1
Heat Res	–2	–2	–2	–2	–2	–10	Heat Surge

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	22	530
Adv	2	28	700
Hrd	2	34	1250
Hvy	4	50	2500
Tru	8	58	3500

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Lagombi Cap S	O––	Lagombi Ear+ x2, Stoutbone x2, Baggi Hide x5, Gracium x3
	Lagombi Vest S	O––	Lagom Plastron+ x3, Lagombi Pelt+ x3, Baggi Scale+ x6, King Scarab x2
	Lagombi Guards S	O––	Lagombi Claw+ x2, Lagombi Pelt x3, Lagom Plastron+ x3, King Scarab x2
	Lagombi Coat S	OO–	Lagombi Pelt+ x3, Lagombi Claw+ x2, Stoutbone x3, Hercudrome x8
	Lagombi Leggings S	O––	Lagombi Pelt+ x3, Lagom Plastron+ x3, Lagombi Claw+ x1, Velvety Hide x8

Lagombi X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	72	–5	0	3	–1	0	A	–	Tav.★6	12300	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Dive Dist	2	2	1	2	3	10	Dive Enhancer
Stam Recov	2	2	2	2	2	10	Stam Recov Up
Sheathing	1	1	4	3	1	10	Quick Sheath
Mud/Snow	3	1	2	2	2	10	Negate Mud/Snow
Guts				2	2	4	
Unscathed		1	2			3	
Handicraft	3					3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	2	82	1730
Hvy	2	98	3460
Tru	8	114	4460

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Lagombi Helm X	O––	Lagombi Auricle x2, Lagombi Fur x2, Great Baggi Piel x4, Flutterfly x1
	Lagombi Mail X	O––	Lagombi Fur x3, Lagom Plastron+ x3, Imperial Crest x4, Emperor Hopper x3
	Lagombi Vambraces X	O––	Lagombi Auricle x1, Lagombi Fur x2, Crushing Fang x2, Supple Piel x6
	Lagombi Faulds X	O––	Lagombi Fur x3, Lagombi Claw+ x1, Stoutbone x2, Emperor Hopper x3
	Lagombi Greaves X	O––	Lagombi Fur x3, Lagom Plastron+ x4, Lagombi Claw+ x3, Eltalite Ore x8

Lagombi X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	42	–4	1	4	0	1	B	–	Tav.★6	12300	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Dive Dist	3	1	1	1	4	10	Dive Enhancer
Stam Recov	2	2	2	2	2	10	Stam Recov Up
Sheathing	2	1	3	3	1	10	Quick Sheath
Mud/Snow	2	1	3	2	2	10	Negate Mud/Snow
Guts				2	2	4	
Unscathed		2	1			3	
Loading	3					3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	2	48	1730
Hvy	2	56	3460
Tru	8	64	4460

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Lagombi Cap X	O––	Lagombi Auricle x2, Lagombi Fur x2, Great Baggi Piel x4, Flutterfly x1
	Lagombi Vest X	O––	Lagombi Fur x3, Lagom Plastron+ x3, Imperial Crest x4, Emperor Hopper x3
	Lagombi Guards X	O––	Lagombi Auricle x1, Lagombi Fur x2, Crushing Fang x2, Supple Piel x6
	Lagombi Coat X	O––	Lagombi Fur x3, Lagombi Claw+ x1, Stoutbone x2, Emperor Hopper x3
	Lagombi Leggings X	O––	Lagombi Fur x3, Lagom Plastron+ x4, Lagombi Claw+ x3, Eltalite Ore x8

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Escadora	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	68	*	*	*	*	*	A	Vil.★9	DLC	16000	7



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Blight Res	1	2	1	3	3	10	Blightproof
Gloves Off	2	2	3	1	2	10	Latent Power+1
Elemental	1	3	3	2	1	10	Element Atk Up
Evade Dist	2	1	1	3	3	10	Evade Extender
Stun	–2	–2	–2	–2	–2	–10	Double Stun

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	71	1040
Adv	2	79	1380
Hrd	2	89	2100
Hvy	2	105	4200
Tru	4	113	5200

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Escadora Wisdom	–––	Brkn Skypiercer x4, Skypiercer x1, Alatreon Plate x6, S.Barioth Claw+ x1
	Escadora Soul	–––	Alatreon Scute x6, Alatreon Talon x6, Brkn Skypiercer x4, Nibelsnarf Scalp x3
	Escadora Arms	–––	Alatreon Talon x6, Alatreon Scute x6, ElderDragonBlood x1, Blackcurl Horn x1
	Escadora Might	–––	Alatreon Webbing x1, Alatreon Tail x1, Alatreon Plate x5, Deviljho Scalp x2
	Escadora Scale	–––	Alatreon Plate x6, Alatreon Scute x6, Azure Dragongem x1, Majestic Horn x2

Escadora	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	34	*	*	*	*	*	B	Vil.★9	DLC	16000	7



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Blight Res	2	1	1	3	3	10	Blightproof
Gloves Off	1	3	3	1	2	10	Latent Power+1
Elemental	2	2	3	2	1	10	Element Atk Up
Evade Dist	2	1	1	3	3	10	Evade Extender
Stun	–2	–2	–2	–2	–2	–10	Double Stun

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	36	1040
Adv	2	42	1380
Hrd	2	48	2100
Hvy	3	60	4200
Tru	3	63	5200

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Escadora Sagesse	–––	Brkn Skypiercer x4, Skypiercer x1, Alatreon Plate x6, S.Barioth Claw+ x1
	Escadora Seele	–––	Alatreon Scute x6, Alatreon Talon x6, Brkn Skypiercer x4, Nibelsnarf Scalp x3
	Escadora Arma	–––	Alatreon Talon x6, Alatreon Scute x6, ElderDragonBlood x1, Blackcurl Horn x1
	Escadora Force	–––	Alatreon Webbing x1, Alatreon Tail x1, Alatreon Plate x5, Deviljho Scalp x2
	Escadora Scala	–––	Alatreon Plate x6, Alatreon Scute x6, Azure Dragongem x1, Majestic Horn x2

Escadora X	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	108	*	*	*	*	*	A	–	DLC	66666	10



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
FreeElemnt	3	1	3	1	2	10	Awaken
Unscathed	2	1	3	1	3	10	Peak Performance
Elemental	2	1	3	2	2	10	Fire Atk
Evade Dist	2	1	1	3	3	10	Evade Extender
Stun	–3	–3	–2	–3	–2	–13	Double Stun

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	–	–	–
Tru	6	120	15333

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Escadora Wisdom X	O––	Skyswayer x2, Skypiercer x3, Alatreon Mantle x6, Rathian Mantle x1
	Escadora Soul X	OO–	Alatreon Pallium x6, Alatreon Ripper x6, Skypiercer x3, Rathalos Mantle x1
	Escadora Arms X	O––	Alatreon Ripper x6, Alatreon Pallium x6, ElderDragonBlood x2, Uragaan Pallium x1
	Escadora Might X	OO–	Alatreo Direwing x2, Alatreo Diretail x1, Alatreon Mantle x5, Lagiacrus Mantle x1
	Escadora Scale X	O––	Alatreon Mantle x6, Alatreon Pallium x6, Azure Drgnsphire x1, Deviljho Crook x1

* Resistance of each piece of Escadora Normal/X armor has different Elemental Resistances.

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Escadora X	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	60	*	*	*	*	*	B	–	DL	66666	10



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Blight Res	3	2	3	1	1	10	Blightproof
Unscathed	1	1	3	2	3	10	Peak Performance
Elemental	3	1	3	1	2	10	Fire Atk
Evade Dist	1	2	1	3	3	10	Evade Extender
Stun	–2	–3	–2	–3	–3	–13	Double Stun

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	–	–	–
Tru	6	66	15333

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Escadora Sagesse X	OO–	Escadora Sagesse X – Skyswayer x2, Skypiercer x3, Alatreon Mantle x6, Rathian Mantle x1
	Escadora Seele X	O––	Escadora Seele X – Alatreon Pallium x6, Alatreon Ripper x6, Skypiercer x3, Rathian Mantle x1
	Escadora Arma X	O––	Escadora Arma X – Alatreon Ripper x6, Alatreon Pallium x6, ElderDragonBlood x2, Uragaan Pallium x1
	Escadora Force X	OO–	Escadora Force X – Alatreo Direwing x2, Alatreo Diretail x1, Alatreon Mantle x5, Lagiacrus Mantle x1
	Escadora Scala X	O––	Escadora Scala X – Alatreon Mantle x6, Alatreon Pallium x6, Azure Drgnsphire x1, Deviljho Crook x1

HUNTER'S TIPS Armors with Varying Resistances

* Some pieces of Armor have different Elemental Resitances on each piece of Armor, including the Escadora, Chakra and Vangis sets of Armor. In this tip, you can find what the Resistances on each of those pieces of armor is and the total granted by the entire set. Any armor sets with an * in their Elemental Resistances tables will be found here.

Escadora (Blademaster)

Escadora X (Blademaster)

PCE.	FI	WA	IC	LI	DR
H	0	–2	0	0	–2
B	–3	–2	3	3	–2
A	–3	–2	3	3	–2
L	3	–2	–3	–3	–2
F	3	–2	–3	–3	–2
Total	0	–10	0	0	–10

Escadora (Gunner)

Escadora X (Gunner)

PCE.	FI	WA	IC	LI	DR
H	1	–1	1	1	–1
B	–2	–1	4	4	–1
A	–2	–1	4	4	–1
L	4	–1	–2	–2	–1
F	4	–1	–2	–2	–1
Total	5	–5	5	5	–5

Chakra

PCE.	FI	WA	IC	LI	DR
H	0	0	0	0	1
B	3	–3	0	0	1
A	0	3	0	–3	1
L	0	0	–3	3	1
F	–3	0	3	0	1
Total	0	0	0	0	5

Vangis X (Blademaster)

PCE.	FI	WA	IC	LI	DR
H	0	0	1	–4	–4
B	0	0	1	–4	–4
A	0	0	1	–4	–4
L	0	0	1	–4	0
F	0	0	1	–4	–4
Total	0	0	5	–20	–16

Vangis X (Gunner)

PCE.	FI	WA	IC	LI	DR
H	0	0	3	–2	–2
B	0	0	3	–2	–2
A	0	0	3	–2	–2
L	0	0	3	–2	0
F	0	0	3	–2	–2
Total	0	0	15	–10	–8

Barroth (Blademaster)

Barroth S (Blademaster)

PCE.	FI	WA	IC	LI	DR
H	0	0	–2	1	0
B	–4	4	–2	1	0
A	–4	4	–2	1	0
L	4	–4	–2	1	0
F	4	–4	–2	1	0
Total	0	0	–10	5	0

Barroth (Gunner)

Barroth S (Gunner)

PCE.	FI	WA	IC	LI	DR
H	1	1	–1	2	1
B	–3	5	–1	2	1
A	–3	5	–1	2	1
L	5	–3	–1	2	1
F	5	–3	–1	2	1
Total	5	5	–5	10	5

Barroth X (Blademaster)

PCE.	FI	WA	IC	LI	DR
H	0	0	–3	2	0
B	–4	4	–3	2	0
A	–4	4	–3	2	0
L	4	–4	–3	2	0
F	4	–4	–3	2	0
Total	0	0	–15	10	0

Barroth X (Gunner)

PCE.	FI	WA	IC	LI	DR
H	1	1	–2	3	1
B	–3	5	–2	3	1
A	–3	5	–2	3	1
L	5	–3	–2	3	1
F	5	–3	–2	3	1
Total	5	5	–10	15	5

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Plesioth	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	49	–4	3	2	–5	2	A	Vil.★7	Tav.★3	8300	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
SpeedSetup	3	1	4		2	10	Trap Master
Tranquilzr	2	3	3		2	10	Capture Expert
Stamina	2	2	2		4	10	Marathon Runner
Heat Res	3	3	2		2	10	Heat Cancel

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	52	578
Adv	2	60	764
Hrd	2	70	1330
Hvy	2	86	2660
Tru	9	104	3660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Plesioth Helm	O––	Plesioth Scale+ x3, Plesioth Fin+ x2, Plesioth Head x2, Gobul Hide x2
	Plesioth Mail	O––	Plesioth Fin+ x3, Plesioth Webbing x2, Monster Broth x2, King Scarab x3
	Plesioth Vambraces	O––	Plesioth Scale+ x1, Plesioth Webbing x2, Monster Broth x1, Plesioth Fang+ x3
	–	–	–
	Plesioth Greaves	O––	Plesioth Scale+ x4, Plesioth Fin+ x2, Carbalite Ore x3, Wyvern Stone x1

Plesioth	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	25	–3	4	3	–4	3	B	Vil.★7	Tav.★3	8300	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
SpeedSetup	3	1	4		2	10	Trap Master
Tranquilzr	3	3	2		2	10	Capture Expert
Stamina	3	2	1		4	10	Marathon Runner
Heat Res	3	3	2		2	10	Heat Cancel

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	27	578
Adv	2	33	764
Hrd	2	39	1330
Hvy	3	51	2660
Tru	8	59	3660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Plesioth Cap	O––	Plesioth Scale+ x3, Plesioth Fin+ x2, Plesioth Head x2, Gobul Hide x2
	Plesioth Vest	O––	Plesioth Fin+ x3, Plesioth Webbing x2, Monster Broth x2, King Scarab x3
	Plesioth Guards	O––	Plesioth Scale+ x1, Plesioth Webbing x2, Monster Broth x1, Plesioth Fang+ x3
	–	–	–
	Plesioth Leggings	O––	Plesioth Scale+ x4, Plesioth Fin+ x2, Carbalite Ore x3, Wyvern Stone x1

Plesioth X	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	80	–5	4	2	–6	2	A	–	Tav.★6	13300	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Tranquilzr	3	3	5		4	15	Capture Master
SpeedSetup	4	1	4		1	10	Trap Master
Fencing	3	3	1		3	10	Mind's Eye
FreeElemnt			1			1	
PunishDraw	1					1	
Handicraft					1	1	
Hearing		1				1	
Constitution	–1	–1	–1		–1	–4	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	85	1830
Hvy	2	101	3660
Tru	7	115	4660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Plesioth Helm X	O––	Plesioth Shard x3, Fine Plesio Fin x2, Hvy Plesio Fang x2, Monster Essence x3
	Plesioth Mail X	O––	Fine Plesio Fin x3, Plesioth Shard x2, Hrd Ples Webbing x2, Supple Piel x2
	Plesioth Vambraces X	O––	Plesioth Shard x1, Fine Plesio Fin x3, Uber Plesio Head x1, Emperor Hopper x3
	–	–	–
	Plesioth Greaves X	OO–	Plesioth Shard x4, Fine Plesio Fin x2, Lrg Wyvern Stone x1, Eltalite Ore x2

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Plesioth X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	46	–4	5	3	–5	3	B	–	Tav.★6	13300	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Tranquilzr	3	3	6		4	16	Capture Master
SpeedSetup	4	1	4		1	10	Trap Master
Rapid Fire	3	3	1		3	10	Bonus Shot
FreeElemnt		1				1	
Loading					1	1	
Tenderizer	1					1	
Constitution	–1	–1	–1		–1	–4	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	49	1830
Hvy	2	57	3660
Tru	7	64	4660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Plesioth Cap X	O––	Plesioth Shard x3, Fine Plesio Fin x2, Hvy Plesio Fang x2, Monster Essence x3
	Plesioth Vest X	O––	Fine Plesio Fin x3, Plesioth Shard x2, Hrd Ples Webbing x2, Supple Piel x2
	Plesioth Guards X	O––	Plesioth Shard x1, Fine Plesio Fin x3, Uber Plesio Head x1, Emperor Hopper x3
	–	–	–
	Plesioth Leggings X	OO–	Plesioth Shard x4, Fine Plesio Fin x2, Lrg Wyvern Stone x1, Eltalite Ore x2

Plesioth Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	82	–5	4	2	–6	2	A	–	Tav.★6	13300	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Sea Legs	3	2	2		3	10	Ocean's Blessing
Stamina	3	3	1		3	10	Marathon Runner
Tenderizer	1	2	3		4	10	Weakness Exploit
Constitution	–2	–2	–2		–2	–8	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	87	1830
Hvy	2	103	3660
Tru	6	115	4660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Plesioth Helm Z	OO–	G.Plesio Shard x3, Fine G.Plesi Fin x2, Hvy Plesio Fang x2, Fey Wyvern Gem x1
	Plesioth Mail Z	O––	Fine G.Plesi Fin x3, G.Plesio Shard x2, Hrd Ples Webbing x2, Emperor Hopper x10
	Plesioth Vambraces Z	OOO	G.Plesio Shard x1, Fine G.Plesi Fin x3, Uber Plesio Head x1, Monster Essence x5
	–	–	–
	Plesioth Greaves Z	O––	G.Plesio Shard x4, Fine G.Plesi Fin x2, Lrg Wyvern Stone x1, Meldspar Ore x3

Plesioth Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	47	–4	5	3	–5	3	B	–	Tav.★6	13300	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Sea Legs	3	2	2		3	10	Ocean's Blessing
Stamina	4	2	1		3	10	Marathon Runner
Tenderizer	1	2	3		4	10	Weakness Exploit
Constitution	–2	–2	–2		–2	–8	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	50	1830
Hvy	2	58	3660
Tru	6	64	4660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Plesioth Cap Z	OO–	G.Plesio Shard x3, Fine G.Plesi Fin x2, Hvy Plesio Fang x2, Fey Wyvern Gem x1
	Plesioth Vest Z	O––	Fine G.Plesi Fin x3, G.Plesio Shard x2, Hrd Ples Webbing x2, Emperor Hopper x10
	Plesioth Guards Z	OOO	G.Plesio Shard x1, Fine G.Plesi Fin x3, Uber Plesio Head x1, Monster Essence x5
	–	–	–
	Plesioth Leggings Z	O––	G.Plesio Shard x4, Fine G.Plesi Fin x2, Lrg Wyvern Stone x1, Meldspar Ore x3

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Gobul	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	17	–2	2	0	–3	1	A	Vil.★4	Tav.★1	1650	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Expert	1	3	4	2	2	12	Critical Eye+1
Swimming	1	3	1	2	3	10	Olympic Swimmer
Eating	2	1	1	4	2	10	Speed Eating+1
Rec. Speed	–2	–2	–2	–2	–2	–10	Recovery Spd –1

AS	NO.	DEF	COST
AS	2	21	116
AS+	2	27	179
Adv	3	39	232
Hrd	2	49	665
Hvy	4	81	1330
Tru	10	101	2330

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Gobul Helm	OO–	Gobul Whisker x2, Gobul Lantern x1, Gobul Hide x3, Monster Bone M x5
	Gobul Mail	–––	Gobul Hide x3, Gobul Fin x2, Gobul Spike x2, Monster Bone L x3
	Gobul Vambraces	O––	Gobul Fin x1, Gobul Spike x2, Gobul Hide x3, Paralysis Sac x3
	Gobul Faulds	–––	Gobul Fin x1, Gobul Spike x2, Gobul Whisker x1, Gobul Lantern x1
	Gobul Greaves	O––	Gobul Spike x2, Gobul Hide x4, Gobul Fin x1, Monster Bone M x5

Gobul	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	9	–1	3	1	–2	2	B	Vil.★4	Tav.★1	1650	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Expert	2	3	4	2	1	12	Critical Eye+1
Swimming	2	3	1	2	2	10	Olympic Swimmer
Eating	3	1	1	3	2	10	Speed Eating+1
Rec. Speed	–2	–2	–2	–2	–2	–10	Recovery Spd –1

AS	NO.	DEF	COST
AS	2	13	116
AS+	2	17	179
Adv	3	26	232
Hrd	2	32	665
Hvy	4	48	1330
Tru	10	58	2330

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Gobul Cap	OO–	Gobul Whisker x2, Gobul Lantern x1, Gobul Hide x3, Monster Bone M x5
	Gobul Vest	–––	Gobul Hide x3, Gobul Fin x2, Gobul Spike x2, Monster Bone L x3
	Gobul Guards	O––	Gobul Fin x1, Gobul Spike x2, Gobul Hide x3, Paralysis Sac x3
	Gobul Coat	–––	Gobul Fin x1, Gobul Spike x2, Gobul Whisker x1, Gobul Lantern x1
	Gobul Leggings	O––	Gobul Spike x2, Gobul Hide x4, Gobul Fin x1, Monster Bone M x5

Gobul S	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	47	–2	3	0	–4	1	A	Vil.★7	Tav.★3	8300	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Expert	3	3	5	3	1	15	Critical Eye+2
Swimming	2	2	1	2	3	10	Olympic Swimmer
Eating	3	1	2	3	1	10	Speed Eating+1
Rec. Speed	–2	–2	–2	–2	–2	–10	Recovery Spd –1

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	50	578
Adv	2	58	764
Hrd	2	68	1330
Hvy	2	84	2660
Tru	9	102	3660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Gobul Helm S	–––	Gobul Spike+ x2, Gobul Hide+ x4, Gobul Whisker x2, Monster Bone+ x3
	Gobul Mail S	O––	Gobul Fin+ x2, Gobul Spike+ x2, Gobul Hide x3, Bird Wyvern Gem x3
	Gobul Vambraces S	O––	Gobul Hide+ x4, Gobul Spike+ x2, Gobul Spike x3, Monster Bone M x5
	Gobul Faulds S	O––	Gobul Hide+ x4, Gobul Fin+ x2, Gobul Fin x2, Paralysis Sac x5
	Gobul Greaves S	OOO	Gobul Spike+ x2, Gobul Hide+ x4, Gobul Fin+ x2, Gobul Lantern+ x1

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Gobul S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	24	–1	4	1	–3	2	B	Vil.★7	Tav.★3	8300	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Expert	3	3	5	3	1	15	Critical Eye+2
Swimming	3	2	1	2	2	10	Olympic Swimmer
Eating	4	1	2	2	1	10	Speed Eating+1
Rec. Speed	–2	–2	–2	–2	–2	–10	Recovery Spd –1

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	26	578
Adv	2	32	764
Hrd	2	38	1330
Hvy	3	50	2660
Tru	8	58	3660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Gobul Cap S	–––	Gobul Spike+ x2, Gobul Hide+ x4, Gobul Whisker x2, Monster Bone+ x3
	Gobul Vest S	O––	Gobul Fin+ x2, Gobul Spike+ x2, Gobul Hide x3, Bird Wyvern Gem x3
	Gobul Guards S	O––	Gobul Hide+ x4, Gobul Spike+ x2, Gobul Spike x3, Monster Bone M x5
	Gobul Coat S	O––	Gobul Hide+ x4, Gobul Fin+ x2, Gobul Fin x2, Paralysis Sac x5
	Gobul Leggings S	OOO	Gobul Spike+ x2, Gobul Hide+ x4, Gobul Fin+ x2, Gobul Lantern+ x1

Gobul X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	82	–3	4	0	–5	1	A	–	Tav.★6	13800	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Expert	5	2	3	3	2	15	Critical Eye+2
Swimming	2	2	4		2	10	Olympic Swimmer
Eating	3	2	1	2	2	10	Speed Eating+1
Rec. Speed	–2	–2	–2	–2	–2	–10	Recovery Spd –1
Fencing			2		2	4	
Evade Dist	2	1		1		4	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	87	1880
Hvy	2	103	3760
Tru	6	115	4760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Gobul Helm X	–––	Gobul Surspike x2, Gobul Piel x6, Gobul Kingwhiskr x4, Monster Slogbone x3
	Gobul Mail X	O––	Fine Gobul Fin x2, Gobul Surspike x3, Gobul Piel x4, Fey Wyvern Gem x2
	Gobul Vambraces X	O––	Gobul Piel x4, Gobul Surspike x3, Gobul Spike+ x4, Avian Stoutbone x4
	Gobul Faulds X	OOO	Gobul Piel x6, Fine Gobul Fin x2, Gobul Kingwhiskr x3, Omniplegia Sac x5
	Gobul Greaves X	OO–	Gobul Surspike x8, Gobul Piel x6, Fine Gobul Fin x4, Gobul Beacon x1

Gobul X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	47	–2	5	1	–4	2	B	–	Tav.★6	13800	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Expert	5	2	3	4	1	15	Critical Eye+2
Swimming	3	2	2		3	10	Olympic Swimmer
Eating	3	1	3	1	2	10	Speed Eating+1
Rec. Speed	–2	–2	–2	–2	–2	–10	Recovery Spd –1
Recoil			2		2	4	
Evade Dist	1	2		1		4	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	50	1880
Hvy	2	58	3760
Tru	6	64	4760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Gobul Cap X	–––	Gobul Surspike x2, Gobul Piel x6, Gobul Kingwhiskr x4, Monster Slogbone x3
	Gobul Vest X	O––	Fine Gobul Fin x2, Gobul Surspike x3, Gobul Piel x4, Fey Wyvern Gem x2
	Gobul Guards X	O––	Gobul Piel x4, Gobul Surspike x3, Gobul Spike+ x4, Avian Stoutbone x4
	Gobul Coat X	OOO	Gobul Piel x6, Fine Gobul Fin x2, Gobul Kingwhiskr x3, Omniplegia Sac x5
	Gobul Leggings X	OO–	Gobul Surspike x8, Gobul Piel x6, Fine Gobul Fin x4, Gobul Beacon x1

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Vragaan

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	24	2	–4	–1	1	–2	A	Vil.★5	Tav.★2	3350	3



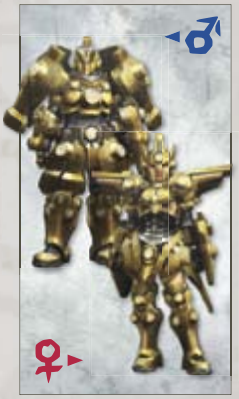
SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Defense	3	2	4	4		15	Defense Up (M)
Bomb Boost	2	2	2	2		10	Bombardier
Stam Drain	1	2	3	2		10	Stamina Thief
Swimming	–2	–2	–2	–2		–10	Doggy Paddler
Torso Up					E		

AS	NO.	DEF	COST
AS	2	28	184
AS+	2	34	281
Adv	3	46	368
Hrd	2	56	835
Hvy	4	88	1670
Tru	7	102	2670

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Uragaan Helm	O––	Uragaan Shell x3, Uragaan Marrow x1, Uragaan Scale x4, Dragonite Ore x3
	Uragaan Mail	O––	Uragaan Jaw x1, Uragaan Scute x1, Uragaan Shell x3, Volvidon Shell x2
	Uragaan Vambraces	O––	Uragaan Scale x3, Uragaan Jaw x1, Lava Nugget x3, Firestone x1
	Uragaan Faulds	OO–	Uragaan Scute x2, Uragaan Scale x3, Monster Bone+ x2, Volvidon Shell x3
	Uragaan Greaves	–––	Uragaan Shell x4, Uragaan Scale x4, Lava Nugget x3, Volvi Rickrack x3

Vragaan

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	12	3	–3	0	2	–1	B	Vil.★5	Tav.★2	3350	3



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Defense	4	2	3	4		15	Defense Up (M)
Bomb Boost	2	2	2	2		10	Bombardier
Normal Up	1	2	3	2		10	Normal/Rapid Up
Swimming	–2	–2	–2	–2		–10	Doggy Paddler
Torso Up					E		

AS	NO.	DEF	COST
AS	2	16	184
AS+	2	20	281
Adv	3	29	368
Hrd	2	35	835
Hvy	4	51	1670
Tru	7	58	2670

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Uragaan Cap	O––	Uragaan Shell x3, Uragaan Marrow x1, Uragaan Scale x4, Dragonite Ore x3
	Uragaan Vest	O––	Uragaan Jaw x1, Uragaan Scute x1, Uragaan Shell x3, Volvidon Shell x2
	Uragaan Guards	O––	Uragaan Scale x3, Uragaan Jaw x1, Lava Nugget x3, Firestone x1
	Uragaan Coat	OO–	Uragaan Scute x2, Uragaan Scale x3, Monster Bone+ x2, Volvidon Shell x3
	Uragaan Leggings	–––	Uragaan Shell x4, Uragaan Scale x4, Lava Nugget x3, Volvi Rickrack x3

Vragaan S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	57	3	–5	–1	1	–2	A	Vil.★8	Tav.★4	9100	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Defense	4	4	3	5		20	Defense Up (L)
Bomb Boost	2	2	2	2		10	Bombardier
Stam Drain	2	1	3	3		10	Stamina Thief
Swimming	–2	–2	–2	–2		–10	Doggy Paddler
Torso Up					E		

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	60	626
Adv	2	68	828
Hrd	2	78	1410
Hvy	2	94	2820
Tru	8	110	3820

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Uragaan Helm S	O––	Uragaan Carapace x4, Uragaan Marrow x4, Lava Nugget x3, Volvi Carapace x3
	Uragaan Mail S	O––	Uragaan Carapace x5, Uragaan Jaw x3, Uragaan Scale x6, Firecell Stone x1
	Uraagan Vambraces S	OO–	Uragaan Scale+ x5, Uragaan Scute x5, Monster Keenbone x3, Fucium Ore x3
	Uragaan Faulds S	O––	Uragaan Scale+ x6, Uragaan Ruby x1, Uragaan Shell x4, Volvidon Shell x5
	Uragaan Greaves S	–––	Uragaan Carapace x5, Uragaan Scale+ x6, Wyvern Stone x1, Volvi Rickrack x2

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Vragaan S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	29	4	–4	0	2	–1	B	Vil.★8	Tav.★4	9100	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Defense	4	4	3	5		20	Defense Up (L)
Bomb Boost	2	2	2	2		10	Bombardier
Normal Up	2	1	3	3		10	Normal/Rapid Up
Swimming	–2	–2	–2	–2		–10	Doggy Paddler
Torso Up					E		

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	31	626
Adv	2	37	828
Hrd	2	43	1410
Hvy	3	55	2820
Tru	7	62	3820

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Uragaan Cap S	O––	Uragaan Carapace x4, Uragaan Marrow x4, Lava Nugget x3, Volvi Carapace x3
	Uragaan Vest S	O––	Uragaan Carapace x5, Uragaan Jaw x3, Uragaan Scale x6, Firecell Stone x1
	Uragaan Guards S	OO–	Uragaan Scale+ x5, Uragaan Scute x5, Monster Keenbone x3, Fucium Ore x3
	Uragaan Coat S	O––	Uragaan Scale+ x6, Uragaan Ruby x1, Uragaan Shell x4, Volvidon Shell x5
	Uragaan Leggings S	–––	Uragaan Carapace x5, Uragaan Scale+ x6, Wyvern Stone x1, Volvi Rickrack x2

Vragaan V

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	59	3	–5	–1	1	–2	A	Vil.★9	Tav.★5	9100	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Artillery	3	1	2	3	1	10	Artillery Novice
Guard	2	3	2	2	1	10	Guard+1
Stam Recov	1	1	1	4	3	10	Stam Recov Up
Swimming	–2	–2	–2	–2	–2	–10	Doggy Paddler

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	62	626
Adv	2	70	828
Hrd	2	80	1410
Hvy	2	96	2820
Tru	8	112	3820

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Uragaan Helm U	O––	S.Urag Carapace x5, Uragaan Marrow x2, Wyvern Stone x1, Volvidon Claw x3
	Uragaan Mail U	O––	S.Uragaan Maw x3, S.Uragaan Scute x2, S.Uragaan Scale+ x5, Fucium Ore x3
	Uragaan Vambraces U	OO–	S.Uragaan Scale+ x4, Uragaan Ruby x1, Lava Nugget x5, Volvidon Claw+ x3
	Uragaan Faulds U	–––	S.Uragaan Scute x3, S.Uragaan Scale+ x4, S.Urag Carapace x4, Firecell Stone x1
	Uragaan Greaves U	OO–	S.Urag Carapace x5, S.Uragaan Scale+ x4, S.Uragaan Maw x2, Volvi Rickrack x2

Vragaan V

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	30	4	–4	0	2	–1	B	Vil.★9	Tav.★5	9100	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Artillery	4	1	2	2	1	10	Artillery Novice
Recoil	2	2	2	3	1	10	Recoil Down+1
KO	1	2	1	3	3	10	Knockout King
Swimming	–2	–2	–2	–2	–2	–10	Doggy Paddler

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	32	626
Adv	2	38	828
Hrd	2	44	1410
Hvy	3	56	2820
Tru	7	63	3820

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Uragaan Cap U	O––	S.Urag Carapace x5, Uragaan Marrow x2, Wyvern Stone x1, Volvidon Claw x3
	Uragaan Vest U	O––	S.Uragaan Maw x3, S.Uragaan Scute x2, S.Uragaan Scale+ x5, Fucium Ore x3
	Uragaan Guards U	OO–	S.Uragaan Scale+ x4, Uragaan Ruby x1, Lava Nugget x5, Volvidon Claw+ x3
	Uragaan Coat U	–––	S.Uragaan Scute x3, S.Uragaan Scale+ x4, S.Urag Carapace x4, Firecell Stone x1
	Uragaan Leggings U	OO–	S.Urag Carapace x5, S.Uragaan Scale+ x4, S.Uragaan Maw x2, Volvi Rickrack x2

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Vragaan X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	91	4	–6	–1	1	–2	A	–	Tav.★7	20000	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Defense	3	5	3	4		20	Defense Up (L)
PunishDraw	3	1	2	3		10	Punishing Draw
FastCharge		2	4	2		10	Focus
Swimming	–2	–2	–2	–2		–10	Doggy Paddler
Bomb Boost		1	1	1		4	
Torso Up					E		

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	107	5000
Tru	5	117	6000

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Uragaan Helm X	OOO	Uragaan Cortex x4, Uragaan Ruby x1, Lava Nugget x8, Uragaan Scute+ x3
	Uragaan Mail X	–––	Uragaan Cortex x5, Uragaan Jaw+ x1, Uragaan Marrow x6, Allfire Stone x2
	Uragaan Vambraces X	O––	Uragaan Shard x5, Uragaan Scute+ x2, Monster Slogbone x3, Meldspar Ore x3
	Uragaan Faulds X	O––	Uragaan Shard x6, Uragaan Pallium x1, Uragaan Cortex x1, Volvidon Cortex x4
	Uragaan Greaves X	–––	Uragaan Cortex x5, Uragaan Shard x3, Lrg Wyvern Stone x1, Crushing Fang x3

Vragaan X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	52	5	–5	0	2	–1	B	–	Tav.★7	20000	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Defense	3	5	3	4		20	Defense Up (L)
Normal Up	2	1	3	3		10	Normal/Rapid Up
Loading	1	2	3	2		10	Load Up
Swimming	–2	–2	–2	–2		–10	Doggy Paddler
Bomb Boost		1	1	1		4	
Torso Up					E		

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	60	5000
Tru	5	65	6000

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Uragaan Cap X	OOO	Uragaan Cortex x4, Uragaan Ruby x1, Lava Nugget x8, Uragaan Scute+ x3
	Uragaan Vest X	–––	Uragaan Cortex x5, Uragaan Jaw+ x1, Uragaan Marrow x6, Allfire Stone x2
	Uragaan Guards X	O––	Uragaan Shard x5, Uragaan Scute+ x2, Monster Slogbone x3, Meldspar Ore x3
	Uragaan Coat X	O––	Uragaan Shard x6, Uragaan Pallium x1, Uragaan Cortex x1, Volvidon Cortex x4
	Uragaan Leggings X	–––	Uragaan Cortex x5, Uragaan Shard x3, Lrg Wyvern Stone x1, Crushing Fang x3

Vragaan Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	91	4	–6	–1	1	–2	A	–	Tav.★7	20000	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Artillery	4	1	2	5	3	15	Artillery Expert
Fencing	2	2	4	2		10	Mind's Eye
Guard	4	2	1	2	1	10	Guard+1
Biology	2	3	1	2	2	10	Bio Master
Swimming	–2	–1	–2	–3	–2	–10	Doggy Paddler

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	107	5000
Tru	5	117	6000

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Uragaan Helm Z	–––	S.Uragaan Cortex x5, Uragaan Ruby x2, Lrg Wyvern Stone x1, Flutterfly x2
	Uragaan Mail Z	O––	S.Uragaan Jaw+ x2, S.Uragaan Scute+ x2, S.Uragaan Shard x5, Meldspar Ore x3
	Uragaan Vambraces Z	OO–	S.Uragaan Shard x4, Uragaan Pallium x1, S.Uragaan Cortex x5, Volvidon Talon x3
	Uragaan Faulds Z	–––	S.Uragaan Scute+ x3, S.Uragaan Shard x4, S.Uragaan Cortex x4, Allfire Stone x2
	Uragaan Greaves Z	OOO	S.Uragaan Cortex x5, S.Uragaan Shard x4, S.Uragaan Jaw+ x1, Purecrystal x1

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Vragaan Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	52	5	–5	0	2	–1	B	–	Tav.★7	20000	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Artillery	4	2	3	3	3	15	Artillery Expert
Recoil	3	3	1	2	1	10	Recoil Down+1
KO	3	1	2	4		10	Knockout King
Biology	2	2	2	2	2	10	Bio Master
Swimming	–2	–1	–2	–3	–2	–10	Doggy Paddler

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	60	5000
Tru	5	65	6000

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Uragaan Cap Z	–––	S.Uragaan Cortex x5, Uragaan Ruby x2, Lrg Wyvern Stone x1, Flutterfly x2
	Uragaan Vest Z	O––	S.Uragaan Jaw+ x2, S.Uragaan Scute+ x2, S.Uragaan Shard x5, Meldspar Ore x3
	Uragaan Guards Z	OO–	S.Uragaan Shard x4, Uragaan Pallium x1, S.Uragaan Cortex x5, Volvidon Talon x3
	Uragaan Coat Z	–––	S.Uragaan Scute+ x3, S.Uragaan Shard x4, S.Uragaan Cortex x4, Allfire Stone x2
	Uragaan Leggings Z	OOO	S.Uragaan Cortex x5, S.Uragaan Shard x4, S.Uragaan Jaw+ x1, Purecrystal x1

Campanile

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Gunner	18	1	1	1	1	1	B	Vil.★7	–	8800	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wide-Range	3	3	2	4	4	16	Wide-Range+1
Psychic	3	3	3	3	3	15	Autotracker
Perception	2	1	4	1	2	10	Capture Guru
Poison	–2	–2	–2	–2	–2	–10	Double Poison

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	20	608
Adv	2	26	804
Hrd	2	32	1380
Hvy	4	48	2760
Tru	10	58	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Campanile Cappa	O––	Gloamgrass Bud x1, Dragon Toadstool x3, Gargwa Feather x5, Bumblepumpkin x3
	Campanile Jacket	–––	Gloamgrass Bud x1, Dragon Toadstool x3, Lightcrystal x6, Isisium x1
	Campanile Sleeves	O––	Gloamgrass Bud x1, Fucium Ore x3, Gourmet Voucher x1, Blue Cutthroat x3
	Campanile Skirt	O––	Gloamgrass Bud x1, Dragon Toadstool x3, Voucher x3, Humspun Conch x3
	Campanile Breeches	–––	Gloamgrass Bud x1, Fucium Ore x3, Lightcrystal x4, Bathycite Ore x1

Campanile Weal

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Gunner	44	1	1	1	1	1	B	Vil.★6	–	12600	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wide-Range	5	4	3	4	4	20	Wide-Range+2
Psychic	2	1	4	4	4	15	Autotracker
Perception	2	1	1	3	3	10	Capture Guru
Poison	–2	–2	–2	–2	–2	–10	Double Poison
FreeElemnt				1	1	2	
Evasion	1	1				2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	3	56	3520
Tru	5	61	4520

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Campanile Wealcap	O––	Meldspar Ore x3, Gloamgrass Bud x1, Rusted Fragment x10, Bumblepumpkin x3*
	Campanile Wealcoat	O––	Meldspar Ore x2, Gloamgrass Bud x1, Blue Cutthroat x3, Large Fragment x4*
	Campanile Wealcuffs	OO–	Meldspar Ore x3, Gloamgrass Bud x1, Humspun Conch x3, Slender Fragment x4*
	Campanile Wealskirt	–––	Meldspar Ore x2, Gloamgrass Bud x1, Chum-Chum Ticket x3, Gourmet Voucher x3*
	Campanile Wealpants	–––	Meldspar Ore x3, Gloamgrass Bud x1, Bindshroom x2, Long Fragment x4*

* Must acquire Meldspar Ore from ★6 Volcano

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Guild Bard

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Male Blademaster	21	0	0	0	0	0	A	Vil.★5	Tav.★2	2850	3



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Psychic	2	4	3	2		15	Autotracker
Fate	2	2	3	1		10	Good Luck
Health	3	1	2	3		10	Health +20
Sense	–2	–2	–2	–2		–10	Taunt
Torso Up					E		

AS	NO.	DEF	COST
AS	2	25	164
AS+	2	31	251
Adv	3	43	328
Hrd	2	53	785
Hvy	4	85	1570
Tru	7	99	2570

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Guild Bard Lobos	–––	Flying Coin x2, Leviathan Coin x3, Beast Coin x4, Volvi Rickrack x3
	Guild Bard Bolero	–––	Flying Coin x2, Leviathan Coin x3, Beast Coin x4, Rathalos Webbing x2
	Guild Bard Braces	O––	Flying Coin x2, Leviathan Coin x3, Beast Coin x4, Uragaan Scute x2
	Guild Bard Coil	O––	Flying Coin x2, Leviathan Coin x3, Beast Coin x4, Vivid Fluid x4
	Guild Bard Boots	–––	Flying Coin x2, Leviathan Coin x3, Beast Coin x4, Barioth Spike x2

Guild Bard

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Male Gunner	11	1	1	1	1	1	B	Vil.★5	Tav.★2	2850	3



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Psychic	2	4	3	2		15	Autotracker
Fate	3	2	2	1		10	Good Luck
Health	3	1	2	3		10	Health +20
Sense	–2	–2	–2	–2		–10	Taunt
Torso Up					E		

AS	NO.	DEF	COST
AS	2	15	164
AS+	2	19	251
Adv	3	28	328
Hrd	2	34	785
Hvy	4	50	1570
Tru	7	57	2570

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Guild Bard Hat	–––	Flying Coin x2, Leviathan Coin x3, Beast Coin x4, Volvi Rickrack x3
	Guild Bard Vest	–––	Flying Coin x2, Leviathan Coin x3, Beast Coin x4, Rathalos Webbing x2
	Guild Bard Sleeves	O––	Flying Coin x2, Leviathan Coin x3, Beast Coin x4, Uragaan Scute x2
	Guild Bard Coat	O––	Flying Coin x2, Leviathan Coin x3, Beast Coin x4, Vivid Fluid x4
	Guild Bard Gaiters	–––	Flying Coin x2, Leviathan Coin x3, Beast Coin x4, Barioth Spike x2

Guild Bard S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Male Blademaster	48	0	0	0	0	0	A	–	Tav.★5	8800	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Psychic	1	4	3	3		15	Autotracker
Fate	1	2	2	3		10	Good Luck
Health	1	2	2	3		10	Health +20
Sense	–2	–2	–2	–2		–10	Taunt
Torso Up					E		

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	51	608
Adv	2	59	804
Hrd	2	69	1380
Hvy	3	93	2760
Tru	6	105	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Guild Bard Lobos S	O––	Pinnacle Coin x2, Piscine Coin x3, Flying Coin x3, Commendation x2
	Guild Bard Bolero S	–––	Pinnacle Coin x2, Piscine Coin x3, Leviathan Coin x3, Commendation x2
	Guild Bard Braces S	O––	Pinnacle Coin x2, Beast Coin x3, Leviathan Coin x2, Commendation x2
	Guild Bard Coil S	O––	Pinnacle Coin x2, Beast Coin x3, Flying Coin x2, Commendation x2
	Guild Bard Boots S	–––	Pinnacle Coin x2, Flying Coin x3, Leviathan Coin x2, Commendation x2

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Guild Bard S

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
24	1	1	1	1	1	B	–	Tav.★5	8800	5

Male Gunner



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Psychic	1	3	4	4		15	Autotracker
Fate	2	2	1	3		10	Good Luck
Health	1	2	2	3		10	Health +20
Sense	–1	–2	–3	–2		–10	Taunt
Torso Up					E		

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	26	608
Adv	2	32	804
Hrd	2	38	1380
Hvy	4	54	2760
Tru	5	59	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Guild Bard Hat S	O––	Pinnacle Coin x2, Piscine Coin x3, Flying Coin x3, Commendation x2
	Guild Bard Vest S	–––	Pinnacle Coin x2, Piscine Coin x3, Leviathan Coin x3, Commendation x2
	Guild Bard Sleeves S	O––	Pinnacle Coin x2, Beast Coin x3, Leviathan Coin x2, Commendation x2
	Guild Bard Coat S	O––	Pinnacle Coin x2, Beast Coin x3, Flying Coin x2, Commendation x2
	Guild Bard Gaiters S	–––	Pinnacle Coin x2, Flying Coin x3, Leviathan Coin x2, Commendation x2

Guiild Bard X

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
80	0	0	0	0	0	A	–	Tav.★7	13300	9

Male Blademaster



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Psychic	2	1	4	2		10	Detect
Fate	1	3	1	2		10	Good Luck
Charmer	3	1	2	3		10	Charm Chaser
Health	2	3	1	1		10	Health +20
Sense	–2	–2	–2	–2		–10	Taunt
Torso Up					E		

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	3	104	3660
Tru	5	114	4660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Guild Bard Lobos X	O––	Hunter King Coin x2, Pinnacle Coin x4, Fine G.Agnak Fin x3, Conqueror's Seal x1
	Guild Bard Bolero X	–––	Hunter King Coin x2, Flying Coin x3, B.Giggi Talon x3, Conqueror's Seal x1
	Guild Bard Braces X	O––	Hunter King Coin x2, Leviathan Coin x4, P.Ludroth Talon x3, Conqueror's Seal x1
	Guild Bard Coil X	O––	Hunter King Coin x2, Piscine Coin x3, High Voltstone x3, Conqueror's Seal x1
	Guild Bard Boots X	–––	Hunter King Coin x2, Brute Coin x4, B.Diablos Chine x3, Conqueror's Seal x1

Guild Bard X

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
46	1	1	1	1	1	B	–	Tav.★7	13300	9

Male Gunner



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Psychic	2	1	3	3		10	Detect
Fate	2	3	1	1		10	Good Luck
Charmer	4	1	2	2		10	Charm Chaser
Health	2	3	1	1		10	Health +20
Sense	–1	–2	–2	–3		–10	Taunt
Torso Up					E		

AS	NO.	DEF	COST
AS			
AS+			
Adv			
Hrd			
Hvy			
Tru			

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Guild Bard Hat X	O––	Hunter King Coin x2, Pinnacle Coin x4, Fine G.Agnak Fin x3, Conqueror's Seal x1
	Guild Bard Vest X	–––	Hunter King Coin x2, Flying Coin x3, B.Giggi Talon x3, Conqueror's Seal x1
	Guild Bard Sleeves X	O––	Hunter King Coin x2, Leviathan Coin x4, P.Ludroth Talon x3, Conqueror's Seal x1
	Guild Bard Coat X	O––	Hunter King Coin x2, Piscine Coin x3, High Voltstone x3, Conqueror's Seal x1
	Guild Bard Gaiters X	–––	Hunter King Coin x2, Brute Coin x4, B.Diablos Chine x3, Conqueror's Seal x1

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From the Library of Hao Feng

Lambent

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	100	1	0	–7	2	–1	A	–	HR40	31500	10



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Carving	4	2	4	2	3	15	Carving Master
Status Res	2	4	1		3	10	Wellness
Spirit	3	1	1	2	3	10	Challenger +1
Handicraft	2	2	1	2	3	10	Sharpness+1
Fate	–3	–2	–3	–2	–2	–12	Bad Luck

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	–	–	–
Tru	9	118	8300

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Lambent Casque	–––	Hvy L.Narga Fang x3, L.Narga Dapples x3, Cloudy Moonshard x1, Ghostly Quartz x2
	Lambent Hauberk	–––	L.Narga Shard x4, L.Narga Razor x4, L.Narga Dapples x3, Nargacuga Mantle x2
	Lambent Wristrays	OO–	L.Narga Dapples x6, L.Narg Tailspear x4, L.Narga Razor x4, Purecrystal x4
	Lambent Sash	OO	L.Narga Shard x3, Hvy L.Narga Fang x3, Nargacuga Lash x2, Durambolite x1
	Lambent Gaiters	–––	L.Narga Shard x2, L.Narg Tailspear x4, Cloudy Moonshard x1, Flutterfly x5

Golden Lune

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	100	2	–4	0	–7	4	A	–	Tav.★8	31500	10



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Fate	2	2	4	3	4	15	Great Luck
Destroyer	1	1	4	2	2	10	Partbreaker
Protection	1	2	2	1	4	10	Divine Blessing
ThunderRes	–2	–2	–2	–2	–2	–10	Thunder Res –20

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	–	–	–
Tru	9	118	8300

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Golden Lunehelm	OOO	G.Rath Surspike x3, G.Rathian Cortex x5, Rath Gleem x3, Conflagrant Sac x3
	Golden Lunemail	OO–	G.Rathian Shard x5, Rath Medulla x5, Rathian Ruby x2, Meldspar Ore x4
	Golden Lunebraces	O––	G.Rathian Cortex x5, Rath Ripper x4, Rathian Mantle x1, Firecell Stone x4
	Golden Lunecoil	OOO	G.Rathian Shard x5, Rathian Mantle x1, Rath Gleem x3, Allfire Stone x3
	Golden Lunegreaves	O––	G.Rathian Cortex x5, G.Rathian Shard x4, Monster Slogbone x5, Lrg Wyvern Stone x2

Golden Lune

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	56	3	–3	1	–6	5	B	–	Tav.★8	31500	10



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Fate	2	2	4	3	4	15	Great Luck
Destroyer	2	1	4	1	2	10	Partbreaker
Protection	2	1	2	1	4	10	Divine Blessing
ThunderRes	–2	–2	–2	–2	–2	–10	Thunder Res –20

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	–	–	–
Tru	9	65	8300

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Golden Lunecap	OOO	G.Rath Surspike x3, G.Rathian Cortex x5, Rath Gleem x3, Conflagrant Sac x3
	Golden Lunevest	OO–	G.Rathian Shard x5, Rath Medulla x5, Rathian Ruby x2, Meldspar Ore x4
	Golden Luneguards	O––	G.Rathian Cortex x5, Rath Ripper x4, Rathian Mantle x1, Firecell Stone x4
	Golden Lunecoat	OOO	G.Rathian Shard x5, Rathian Mantle x1, Rath Gleem x3, Allfire Stone x3
	Golden Luneleggings	O––	G.Rathian Cortex x5, G.Rathian Shard x4, Monster Slogbone x5, Lrg Wyvern Stone x2

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From the Library of Hao Feng

Chakra

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Both	40	*	*	*	*	*	B	–	Tav.★6	11000	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	4	56	3200
Tru	9	65	4200

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Chakra Earring	OOO	Eltalite Ore x3, Purecrystal x2
	Chakra Necklace	OOO	Eltalite Ore x3, Purecrystal x2
	Chakra Bracelet	OOO	Eltalite Ore x3, Purecrystal x2
	Chakra Waistlet	OOO	Eltalite Ore x3, Purecrystal x2
	Chakra Anklet	OOO	Eltalite Ore x3, Purecrystal x2

Jaggi

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	10	–2	0	0	0	1	A	Vil.★2	Tav.★1	1150	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	1	2	4	3	3	13	Attack Up (S)
Gluttony	2	2	1	4	1	10	Gourmand
Stun	1	2	1	3	3	10	Halve Stun
LastingPwr	–2	–2	–2	–1	–1	–8	

AS	NO.	DEF	COST
AS	2	14	96
AS+	2	20	149
Adv	3	32	192
Hrd	2	42	615
Hvy	4	74	1230
Tru	13	100	2230

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Jaggi Helm	O––	G.Jaggi Hide x3, G.Jaggi Claw x1, Jaggi Scale x2, Iron Ore x3
	Jaggi Mail	–––	King's Frill x1, G.Jaggi Claw x2, Jaggi Hide x3, Iron Ore x3
	Jaggi Vambraces	O––	G.Jaggi Claw x2, G.Jaggi Hide x3, Jaggi Scale x2, Earth Crystal x2
	Jaggi Faulds	–––	G.Jaggi Hide x2, King's Frill x1, Jaggi Hide x3, Earth Crystal x1
	Jaggi Greaves	O––	Jaggi Hide x4, Jaggi Scale x3, Monster Bone S x4, Machalite Ore x2

Jaggi

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	5	–1	1	1	1	2	B	Vil.★2	Tav.★1	1150	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	2	2	4	3	2	13	Attack Up (S)
Gluttony	3	2	1	3	1	10	Gourmand
Stun	2	2	1	2	3	10	Halve Stun
LastingPwr	–2	–2	–2	–1	–1	–8	

AS	NO.	DEF	COST
AS	2	9	96
AS+	2	13	149
Adv	3	22	192
Hrd	2	28	615
Hvy	4	44	1230
Tru	12	56	2230

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Jaggi Cap	O––	G.Jaggi Hide x3, G.Jaggi Claw x1, Jaggi Scale x2, Iron Ore x3
	Jaggi Vest	–––	King's Frill x1, G.Jaggi Claw x2, Jaggi Hide x3, Iron Ore x3
	Jaggi Guards	O––	G.Jaggi Claw x2, G.Jaggi Hide x3, Jaggi Scale x2, Earth Crystal x2
	Jaggi Coat	–––	G.Jaggi Hide x2, King's Frill x1, Jaggi Hide x3, Earth Crystal x1
	Jaggi Leggings	O––	Jaggi Hide x4, Jaggi Scale x3, Monster Bone S x4, Machalite Ore x2

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Jaggi S

Blademaster

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
36	–4	0	0	0	2	A	Vil.★6	Tav.★3	7200	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	2	3	4	3	3	15	Attack Up (M)
Stun	4	4	3	2	2	15	Negate Stun
Gluttony	2	2	2	4	2	12	Gourmand
LastingPwr	–2	–2	–2	–2	–2	–10	Item Use Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	39	512
Adv	2	47	676
Hrd	2	57	1220
Hvy	3	81	2440
Tru	10	101	3440

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Jaggi Helm S	O––	G.Jaggi Hide+ x4, G.Jaggi Claw x2, G.Jaggi Hide x2, Pelagicite Ore x2
	Jaggi Mail S	–––	G.Jaggi Claw+ x4, G.Jaggi Hide+ x4, Jaggi Hide x3, Carbalite Ore x2
	Jaggi Vambraces S	O––	G.Jaggi Claw+ x4, King's Frill x1, Bird Wyvern Gem x1, Pelagicite Ore x2
	Jaggi Faulds S	O––	G.Jaggi Hide+ x4, King's Frill x2, Jaggi Scale+ x4, Dragonite Ore x2
	Jaggi Greaves S	OO–	Jaggi Scale+ x4, Jaggi Hide x4, Avian Finebone x7, Dragonite Ore x2

Jaggi S

Gunner

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
18	–3	1	1	1	3	B	Vil.★6	Tav.★3	7200	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	3	3	3	3	3	15	Attack Up (M)
Stun	3	4	4	2	2	15	Negate Stun
Gluttony	3	2	2	4	1	12	Gourmand
LastingPwr	–2	–2	–2	–2	–2	–10	Item Use Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	20	512
Adv	2	26	676
Hrd	2	32	1220
Hvy	4	48	2440
Tru	9	57	3440

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Jaggi Cap S	O––	G.Jaggi Hide+ x4, G.Jaggi Claw x2, G.Jaggi Hide x2, Pelagicite Ore x2
	Jaggi Vest S	–––	G.Jaggi Claw+ x4, G.Jaggi Hide+ x4, Jaggi Hide x3, Carbalite Ore x2
	Jaggi Guards S	O––	G.Jaggi Claw+ x4, King's Frill x1, Bird Wyvern Gem x1, Pelagicite Ore x2
	Jaggi Coat S	O––	G.Jaggi Hide+ x4, King's Frill x2, Jaggi Scale+ x4, Dragonite Ore x2
	Jaggi Leggings S	OO–	Jaggi Scale+ x4, Jaggi Hide x4, Avian Finebone x7, Dragonite Ore x2

Jaggi X

Blademaster

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
72	–5	0	0	0	3	A	–	Tav.★6	12300	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Stun	2	1	3	4	3	13	Halve Stun
Carnivore	2	2	2	1	3	10	Meat Lover
Rec. Speed	3	3	2	1	1	10	Rec. Speed+1
Attack	2	2	2	2	2	10	Attack Up (S)
FreeElemnt	1	1	3			5	
Fate				2	3	5	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	2	82	1730
Hvy	2	98	3460
Tru	8	114	4460

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Jaggi Helm X	OO–	Imperial Frill x2, G.Jaggi Claw+ x2, Jaggi Scale+ x2, Eltalite Ore x3
	Jaggi Mail X	O––	G.Jaggi Piel x4, G.Jaggi Hide+ x4, Avian Stoutbone x3, Fucium Ore x2
	Jaggi Vambraces X	O––	Fey Wyvern Gem x1, G.Jaggi Claw+ x5, G.Jaggi Head x1, Eltalite Ore x3
	Jaggi Faulds X	OO–	G.Jaggi Piel x4, Imperial Frill x2, Jaggi Scale+ x4, Eltalite Ore x5
	Jaggi Greaves X	O––	G.Jaggi Piel x3, G.Jaggi Hide+ x4, Avian Stoutbone x4, Fucium Ore x5

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Jaggi X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	42	–4	1	1	1	4	B	–	Tav.★6	12300	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Stun	1	2	3	4	3	13	Halve Stun
Carnivore	3	1	1	3	2	10	Meat Lover
Rec. Speed	3	3	1	1	2	10	Rec. Speed+1
Attack	2	2	2	2	2	10	Attack Up (S)
FreeElemnt	1	1	3			5	
Fate				2	3	5	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	2	48	1730
Hvy	2	56	3460
Tru	8	64	4460

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Jaggi Cap X	OO–	Imperial Frill x2, G.Jaggi Claw+ x2, Jaggi Scale+ x2, Eltalite Ore x3
	Jaggi Vest X	O––	G.Jaggi Piel x4, G.Jaggi Hide+ x4, Avian Stoutbone x3, Fucium Ore x2
	Jaggi Guards X	OO–	Fey Wyvern Gem x1, G.Jaggi Claw+ x5, G.Jaggi Head x1, Eltalite Ore x3
	Jaggi Coat X	O––	G.Jaggi Piel x4, Imperial Frill x2, Jaggi Scale+ x4, Eltalite Ore x5
	Jaggi Leggings X	O––	G.Jaggi Piel x3, G.Jaggi Hide+ x4, Avian Stoutbone x4, Fucium Ore x5

Deadeye

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	46	1	1	1	1	1	B	–	Tav.★7	13300	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Carving	3	3	4	2	3	15	Carving Master
Guts	3	2	2	2	1	10	Guts
Rec Level	1	2	3	2	2	10	Recovery Up
Sense	2	3	3	1	1	10	Sneak
Tenderizer	1				3	4	
Loading		1	2			3	
Evade Dist				3		3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	3	58	3660
Tru	5	63	4660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Deadeye's Turban	OO–	Hunter King Coin x3, Flying Coin x2, J.Barroth Crown x3, Conqueror's Seal x1
	Deadeye's Girdle	–––	Hunter King Coin x3, Leviathan Coin x3, Fine G.Plesi Fin x3, Conqueror's Seal x1
	Deadeye's Gauntlets	–––	Hunter King Coin x3, Brute Coin x3, G.Narga Razor+ x3, Conqueror's Seal x1
	Deadeye's Belt	OO–	Hunter King Coin x3, Piscine Coin x3, S.Barioth Lash x3, Conqueror's Seal x1
	Deadeye's Espadrlles	OO–	Hunter King Coin x3, Flying Coin x2, R.Duram Hardtail x3, Conqueror's Seal x1

Archer

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	28	1	1	1	1	1	B	–	Tav.★5	8800	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Carving	2	2	1	2	3	10	Carving Pro
Rec Level	2	2	3	1	2	10	Recovery Up
Expert	1	2	4	2	1	10	Critical Eye+1
Fate	–1	–2	–2	–2	–3	–10	Bad Luck

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	30	608
Adv	2	36	804
Hrd	2	42	1380
Hvy	3	54	2760
Tru	8	62	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Archer's Turban	O––	Pinnacle Coin x2, Piscine Coin x3, Inferno Sac x4, Commendation x3
	Archer's Girdle	–––	Pinnacle Coin x2, Flying Coin x3, Thunder Sac x4, Commendation x3
	Archer's Gauntlets	–––	Pinnacle Coin x2, Leviathan Coin x3, Freezer Sac x4, Commendation x3
	Archer's Belt	OO–	Pinnacle Coin x2, Beast Coin x3, Torrent Sac x4, Commendation x3
	Archer's Espadrilles	O––	Pinnacle Coin x2, Beast Coin x3, Earth Dragongem x1, Commendation x3

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Strider

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	80	0	0	0	0	0	A	–	Tav.★7	13300	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Carving	2	3	5	2	3	15	Carving Master
Guts	4	2	2	1	1	10	Guts
Rec Level	1	3	3	2	1	10	Recovery Up
Sense	–2	–2	–2	–2	–2	–10	Taunt
Fencing	1				3	4	
FreeElemnt				3		3	
Handicraft		1	2			3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	3	104	3660
Tru	5	114	4660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Strider's Headgear	OO–	Hunter King Coin x3, Flying Coin x2, J.Barroth Crown x3, Conqueror's Seal x1
	Strider's Girdle	–––	Hunter King Coin x3, Leviathan Coin x3, Fine G.Plesi Fin x3, Conqueror's Seal x1
	Strider's Gauntlets	–––	Hunter King Coin x3, Brute Coin x3, G.Narga Razor+ x3, Conqueror's Seal x1
	Strider's Sash	OO–	Hunter King Coin x3, Piscine Coin x3, S.Barioth Lash x3, Conqueror's Seal x1
	Strider's Espadrlles	OO–	Hunter King Coin x3, Flying Coin x2, R.Duram Hardtail x3, Conqueror's Seal x1

Ranger

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	55	0	0	0	0	0	A	–	Tav.★5	8800	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Carving	1	2	2	2	3	10	Carving Pro
Rec Level	1	2	3	2	2	10	Recovery Up
Expert	1	2	4	2	1	10	Critical Eye+1
Fate	–2	–2	–2	–2	–2	–10	Bad Luck

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	58	608
Adv	2	66	804
Hrd	2	76	1380
Hvy	2	92	2760
Tru	9	110	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Ranger's Headgear	O––	Pinnacle Coin x2, Piscine Coin x3, Inferno Sac x4, Commendation x3
	Ranger's Girdle	–––	Pinnacle Coin x2, Flying Coin x3, Thunder Sac x4, Commendation x3
	Ranger's Gauntlets	–––	Pinnacle Coin x2, Leviathan Coin x3, Freezer Sac x4, Commendation x3
	Ranger's Sash	OO–	Pinnacle Coin x2, Beast Coin x3, Torrent Sac x4, Commendation x3
	Ranger's Espadrilles	O––	Pinnacle Coin x2, Beast Coin x3, Earth Dragongem x1, Commendation x3

Silver Sol

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	100	2	–7	0	–4	4	A	–	Tav.★8	31500	10



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Fire Atk	3		4	4	4	15	Fire Atk+2
Sharpness	3	2	1	1	3	10	Razor Sharp
Tenderizer	2	1	2	2	3	10	Weakness Exploit
Rec Level	–3	–2	–3	–3	–3	–14	Recovery Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	–	–	–
Tru	9	118	8300

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Silver Solhelm	O––	S.Rathalos Shard x5, Rathalos Mantle x1, Rath Gleem x3, Purecrystal x1
	Silver Solmail	OOO	S.Rath Cortex x5, S.Rathalos Shard x6, Rathalos Fellwing x3, Monster Slogbone x3
	Silver Solbraces	OO–	S.Rathalos Lash x1, Rath Medulla x2, Rath Ripper x4, Allfire Stone x3
	Silver Solcoil	OO–	S.Rath Cortex x5, Rathalos Fellwing x3, Rathalos Ruby x2, Conflagrant Sac x3
	Silver Solgreaves	–––	S.Rath Cortex x5, S.Rathalos Shard x5, Rath Gleem x4, Purecrystal x1

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Silver Sol

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	56	3	–6	1	–3	5	B	–	Tav.★8	31500	10



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Fire Atk	4		4	3	4	15	Fire Atk+2
Pierce Up	2	2	1	2	3	10	Pierce/Pierce Up
Tenderizer	3	1	2	2	2	10	Weakness Exploit
Rec Level	–3	–2	–3	–3	–3	–14	Recovery Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	–	–	–
Tru	9	65	8300

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Silver Solcap	O––	S.Rathalos Shard x5, Rathalos Mantle x1, Rath Gleem x3, Purecrystal x1
	Silver Solvest	OOO	S.Rath Cortex x5, S.Rathalos Shard x6, Rathalos Fellwing x3, Monster Slogbone x3
	Silver Solguards	OO–	S.Rathalos Lash x1, Rath Medulla x2, Rath Ripper x4, Allfire Stone x3
	Silver Solcoat	OO–	S.Rath Cortex x5, Rathalos Fellwing x3, Rathalos Ruby x2, Conflagrant Sac x3
	Silver Solleggings	–––	S.Rath Cortex x5, S.Rathalos Shard x5, Rath Gleem x4, Purecrystal x1

Zinogre

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	53	0	–2	–4	3	1	A	Vil.★9	Tav.★4	9500	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Gloves Off	1	3	1	4	1	10	Latent Power+1
Sharpness	3	3	2	1	1	10	Razor Sharp
ThunderAtk	1	1	3	2	3	10	Thunder Atk+1
Sense	–2	–2	–2	–2	–2	–10	Taunt

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	56	650
Adv	2	64	860
Hrd	2	74	1450
Hvy	2	90	2900
Tru	9	108	3900

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Zinogre Helm	OO–	Zinogre Horn+ x2, Zin Electrofur x4, Zinogre Carapace x3, Wyvern Stone x1
	Zinogre Mail	–––	Zin Electrofur x4, Zinogre Carapace x5, Zinogre Jasper x1, Thunderbug x20
	Zinogre Vambraces	O––	Zinogre Claw+ x5, Zinogre Shocker+ x4, Zin Electrofur x3, Bullfango Pelt x6
	Zinogre Faulds	O––	Zinogre Carapace x5, Zin Electrofur x3, Zinogre Tail x1, Zinogre Jasper x1
	Zinogre Greaves	OO–	Zinogre Carapace x5, Zinogre Claw+ x5, Zinogre Shocker+ x3, Fulgurbug x10

Zinogre

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	27	1	–1	–3	4	2	B	Vil.★9	Tav.★4	9500	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Gloves Off	1	3	1	4	1	10	Latent Power+1
Reload Speed	2	4	2	1	1	10	Reload Speed+1
ThunderAtk	2	1	3	1	3	10	Thunder Atk+1
Sense	–2	–2	–2	–2	–2	–10	Taunt

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	29	650
Adv	2	35	860
Hrd	2	41	1450
Hvy	3	53	2900
Tru	8	61	3900

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Zinogre Cap	OO–	Zinogre Horn+ x2, Zin Electrofur x4, Zinogre Carapace x3, Wyvern Stone x1
	Zinogre Vest	–––	Zin Electrofur x4, Zinogre Carapace x5, Zinogre Jasper x1, Thunderbug x20
	Zinogre Guards	O––	Zinogre Claw+ x5, Zinogre Shocker+ x4, Zin Electrofur x3, Bullfango Pelt x6
	Zinogre Coat	O––	Zinogre Carapace x5, Zin Electrofur x3, Zinogre Tail x1, Zinogre Jasper x1
	Zinogre Leggings	OO–	Zinogre Carapace x5, Zinogre Claw+ x5, Zinogre Shocker+ x3, Fulgurbug x10

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Zinogre X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	92	0	–3	–6	4	1	A	–	Tav.★7	16100	8



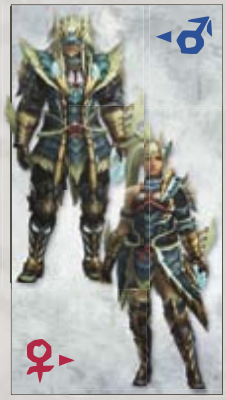
SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Gloves Off	2	1	5	3	4	15	Latent Power+2
Sharpness	3		3	2	2	10	Razor Sharp
ThunderAtk	2	1	3	1	3	10	Thunder Atk+1
Sense	–2	–1	–2	–2	–3	–10	Taunt
Unscathed		2				2	
Handicraft					2	2	
Guts	1					1	
Fencing			1			1	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	108	4220
Tru	4	116	5220

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Zinogre Helm X	OO–	Zinogre Hardhorn x2, Zin D-Shocker x2, Zinogre Cortex x2, Lrg Wyvern Stone x1
	Zinogre Mail X	OOO	Zin Electrofur+ x4, Zinogre Cortex x3, Zin Skymerald x1, Fulgurbug x10
	Zinogre Vambraces X	–––	Zinogre Talon x3, Zin D-Shocker x2, Zin Electrofur+ x2, Prized Pelt x3
	Zinogre Mail X	OOO	Zinogre Cortex x3, Zin Electrofur+ x2, Zinogre Lash x1, Zin Skymerald x1
	Zinogre Greaves X	–––	Zinogre Cortex x3, Zinogre Talon x3, Zin D-Shocker x3, Lightning Sac x3

Zinogre X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	52	1	–2	–5	5	2	B	–	Tav.★7	16100	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Gloves Off	3	1	4	3	4	15	Latent Power+2
Reload Speed	2		3	2	3	10	Reload Speed+1
ThunderAtk	2	1	3	1	3	10	Thunder Atk+1
Sense	–2	–1	–2	–2	–3	–10	Taunt
Loading			2			2	
Evasion		2				2	
Guts	1					1	
Unscathed					1	1	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	60	4220
Tru	4	64	5220

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Zinogre Cap X	OO–	Zinogre Hardhorn x2, Zin D-Shocker x2, Zinogre Cortex x2, Lrg Wyvern Stone x1
	Zinogre Vest X	OOO	Zin Electrofur+ x4, Zinogre Cortex x3, Zin Skymerald x1, Fulgurbug x10
	Zinogre Guards X	–––	Zinogre Talon x3, Zin D-Shocker x2, Zin Electrofur+ x2, Prized Pelt x3
	Zinogre Coat X	OOO	Zinogre Cortex x3, Zin Electrofur+ x2, Zinogre Lash x1, Zin Skymerald x1
	Zinogre Leggings X	–––	Zinogre Cortex x3, Zinogre Talon x3, Zin D-Shocker x3, Lightning Sac x3

Zinogre Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	94	0	–2	0	–6	4	A	–	Tav.★7	16100	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Unscathed	1	1	3	2	3	10	Peak Performance
Dragon Atk	1	2	2	3	2	10	Dragon Atk +1
Evasion	2	1	1	3	3	10	Evasion+1
FastCharge	2	3	1	3	1	10	Focus
Rec Level	–2	–2	–2	–2	–2	–10	Recovery Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	110	4220
Tru	3	116	5220

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Zinogre Helm Z	OO–	S.Zin Hardhorn x3, S.Zin Cortex x4, S.Zin Dragonhair x3, ElderDragonBlood x3
	Zinogre Mail Z	O––	S.Zin Cortex x4, S.Zin Dragnshell x3, Zin Skymerald x1, Dracophage Bug x5
	Zinogre Vambraces Z	OO–	S.Zinogre Talon x5, S.Zin Dragnshell x4, S.Zin Dragonhair x3, Bnahabra Cutwing x3
	Zinogre Coil Z	–––	S.Zin Cortex x4, S.Zinogre Lash x1, S.Zin Dragonhair x4, S.Zin Skymerald x1
	Zinogre Greaves Z	O––	S.Zinogre Talon x4, S.Zin Cortex x4, S.Zin Dragnshell x5, Dracophage Bug x5

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Zinogre Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	53	1	–1	1	–5	5	B	–	Tav.★7	16100	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Unscathed	1	1	3	3	2	10	Peak Performance
Loading	2	3	1	3	1	10	Load Up
Dragon Atk	1	2	2	2	3	10	Dragon Atk +1
Evasion	2	2	1	3	2	10	Evasion+1
Rec Level	–2	–1	–2	–2	–3	–10	Recovery Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	61	4220
Tru	3	64	5220

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Zinogre Cap Z	OO–	S.Zin Hardhorn x3, S.Zin Cortex x4, S.Zin Dragonhair x3, ElderDragonBlood x3
	Zinogre Vest Z	O––	S.Zin Cortex x4, S.Zin Dragnshell x3, Zin Skymerald x1, Dracophage Bug x5
	Zinogre Guards Z	OO–	S.Zinogre Talon x5, S.Zin Dragnshell x4, S.Zin Dragonhair x3, Bnahabra Cutwing x3
	Zinogre Coat Z	–––	S.Zin Cortex x4, S.Zinogre Lash x1, S.Zin Dragonhair x4, S.Zin Skymerald x1
	Zinogre Leggings Z	O––	S.Zinogre Talon x4, S.Zin Cortex x4, S.Zin Dragnshell x5, Dracophage Bug x5

Scholar

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Blademaster	21	0	0	0	0	0	A	Vil.★5	Tav.★2	2850	3



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Psychic	2	4	3	2		15	Autotracker
Fate	2	2	3	1		10	Good Luck
Health	3	1	2	3		10	Health +20
Sense	–2	–2	–2	–2		–10	Taunt
Torso Up					E		

AS	NO.	DEF	COST
AS	2	25	164
AS+	2	31	251
Adv	3	43	328
Hrd	2	53	785
Hvy	4	85	1570
Tru	7	99	2570

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Scholar's Beret	–––	Flying Coin x2, Leviathan Coin x3, Beast Coin x4, Volvi Rickrack x3
	Scholar's Blouse	–––	Flying Coin x2, Leviathan Coin x3, Beast Coin x4, Rathalos Webbing x2
	Scholar's Gloves	O––	Flying Coin x2, Leviathan Coin x3, Beast Coin x4, Uragaan Scute x2
	Scholar's Skirt	O––	Flying Coin x2, Leviathan Coin x3, Beast Coin x4, Vivid Fluid x4
	Scholar's Socks	–––	Flying Coin x2, Leviathan Coin x3, Beast Coin x4, Barioth Spike x2

Scholar

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Gunner	11	1	1	1	1	1	B	Vil.★5	Tav.★2	2850	3



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Psychic	2	4	3	2		15	Autotracker
Fate	3	2	2	1		10	Good Luck
Health	3	1	2	3		10	Health +20
Sense	–2	–2	–2	–2		–10	Taunt
Torso Up					E		

AS	NO.	DEF	COST
AS	2	15	164
AS+	2	19	251
Adv	3	28	328
Hrd	2	34	785
Hvy	4	50	1570
Tru	7	57	2570

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Scholar's Cap	–––	Flying Coin x2, Leviathan Coin x3, Beast Coin x4, Volvi Rickrack x3
	Scholar's Vest	–––	Flying Coin x2, Leviathan Coin x3, Beast Coin x4, Rathalos Webbing x2
	Scholar's Sleeves	O––	Flying Coin x2, Leviathan Coin x3, Beast Coin x4, Uragaan Scute x2
	Scholar's Mini	O––	Flying Coin x2, Leviathan Coin x3, Beast Coin x4, Vivid Fluid x4
	Scholar's Sandals	–––	Flying Coin x2, Leviathan Coin x3, Beast Coin x4, Barioth Spike x2

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Scholar S	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Blademaster	48	0	0	0	0	0	A	–	Tav.★5	8800	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Psychic	1	4	3	3		15	Autotracker
Fate	1	2	2	3		10	Good Luck
Health	1	2	2	3		10	Health +20
Sense	–2	–2	–2	–2		–10	Taunt
Torso Up					E		

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	51	608
Adv	2	59	804
Hrd	2	69	1380
Hvy	3	93	2760
Tru	6	105	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Scholar's Beret S	O––	Pinnacle Coin x2, Piscine Coin x3, Flying Coin x3, Commendation x2
	Scholar's Blouse S	–––	Pinnacle Coin x2, Piscine Coin x3, Leviathan Coin x3, Commendation x2
	Scholar's Gloves S	O––	Pinnacle Coin x2, Beast Coin x3, Leviathan Coin x2, Commendation x2
	Scholar's Skirt S	O––	Pinnacle Coin x2, Beast Coin x3, Flying Coin x2, Commendation x2
	Scholar's Socks S	–––	Pinnacle Coin x2, Flying Coin x3, Leviathan Coin x2, Commendation x2

Scholar S	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Gunner	24	1	1	1	1	1	B	–	Tav.★5	8800	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Psychic	1	3	4	4		15	Autotracker
Fate	2	2	1	3		10	Good Luck
Health	1	2	2	3		10	Health +20
Sense	–1	–2	–3	–2		–10	Taunt
Torso Up					E		

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	26	608
Adv	2	32	804
Hrd	2	38	1380
Hvy	4	54	2760
Tru	5	59	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Scholar's Beret S	O––	Pinnacle Coin x2, Piscine Coin x3, Flying Coin x3, Commendation x2
	Scholar's Vest S	–––	Pinnacle Coin x2, Piscine Coin x3, Leviathan Coin x3, Commendation x2
	Scholar's Sleeves S	O––	Pinnacle Coin x2, Beast Coin x3, Leviathan Coin x2, Commendation x2
	Scholar's Mini S	O––	Pinnacle Coin x2, Beast Coin x3, Flying Coin x2, Commendation x2
	Scholar's Sandals S	–––	Pinnacle Coin x2, Flying Coin x3, Leviathan Coin x2, Commendation x2

Scholar X	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Blademaster	80	0	0	0	0	0	A	–	Tav.★7	13300	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Psychic	2	1	4	2		10	Detect
Fate	1	3	1	2		10	Good Luck
Charmer	3	1	2	3		10	Charm Chaser
Health	2	3	1	1		10	Health +20
Sense	–2	–2	–2	–2		–10	Taunt
Torso Up					E		

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	3	104	3660
Tru	5	114	4660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Scholar's Beret X	O––	Hunter King Coin x2, Pinnacle Coin x4, Fine G.Agnak Fin x3, Conqueror's Seal x1
	Scholar's Blouse X	–––	Hunter King Coin x2, Flying Coin x3, B.Giggi Talon x3, Conqueror's Seal x1
	Scholar's Gloves X	O––	Hunter King Coin x2, Leviathan Coin x4, P.Ludroth Talon x3, Conqueror's Seal x1
	Scholar's Skirt X	O––	Hunter King Coin x2, Piscine Coin x3, High Voltstone x3, Conqueror's Seal x1
	Scholar's Socks X	–––	Hunter King Coin x2, Brute Coin x4, B.Diablos Chine x3, Conqueror's Seal x1

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Scholar X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Gunner	46	1	1	1	1	1	B	13300	Tav.★7	13300	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Psychic	2	1	3	3		10	Detect
Fate	2	3	1	1		10	Good Luck
Charmer	4	1	2	2		10	Charm Chaser
Health	2	3	1	1		10	Health +20
Sense	–1	–2	–2	–3		–10	Taunt
Torso Up					E		

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	3	58	3660
Tru	5	63	4660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Scholar's Cap X	O––	Hunter King Coin x2, Pinnacle Coin x4, Fine G.Agnak Fin x3, Conqueror's Seal x1
	Scholar's Vest X	–––	Hunter King Coin x2, Flying Coin x3, B.Giggi Talon x3, Conqueror's Seal x1
	Scholar's Sleeves X	O––	Hunter King Coin x2, Leviathan Coin x4, P.Ludroth Talon x3, Conqueror's Seal x1
	Scholar's Mini X	O––	Hunter King Coin x2, Piscine Coin x3, High Voltstone x3, Conqueror's Seal x1
	Scholar's Sandals X	–––	Hunter King Coin x2, Brute Coin x4, B.Diablos Chine x3, Conqueror's Seal x1

Slagtoth

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	35	–2	3	–1	0	1	A	Vil.★6	Tav.★3	8800	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Water Res	3	7				10	Water Res +15
Water Atk	6	4				10	Water Atk+1

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	38	608
Adv	2	46	804
Hrd	2	56	1380
Hvy	4	88	2760
Tru	7	102	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Slagtoth Hood	O––	Slagtoth Hide+ x2, Bathycite Ore x2, Bullfango Pelt x3
	Slagtoth Cloak	–––	Slagtoth Hide+ x4, Bathycite Ore x1, Bullfango Pelt x3
	–	–	–
	–	–	–
	–	–	–

Slagtoth

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	18	–1	4	0	1	2	B	Vil.★6	Tav.★3	8800	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Water Res	3	7				10	Water Res +15
Water Atk	7	3				10	Water Atk+1

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	20	608
Adv	2	26	804
Hrd	2	32	1380
Hvy	5	52	2760
Tru	6	58	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Slagtoth Cowl	O––	Slagtoth Hide+ x2, Bathycite Ore x2, Bullfango Pelt x3
	Slagtoth Wrap	–––	Slagtoth Hide+ x4, Bathycite Ore x1, Bullfango Pelt x3
	–	–	–
	–	–	–
	–	–	–

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Slagtoth X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	68	–4	4	–2	0	2	A	–	Tav.★6	11700	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Combination	7	8				15	Combination+45%

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	2	78	1670
Hvy	2	94	3340
Tru	9	112	4340

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Slagtoth Hood X	OOO	Supple Piel x4, Slagtoth Hide+ x3, Prized Pelt x2
	Slagtoth Cloak X	O––	Supple Piel x2, Slagtoth Hide+ x5, Prized Pelt x2
	–	–	–
	–	–	–
	–	–	–

Slagtoth X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	40	–3	5	–1	1	3	B	–	Tav.★6	11700	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Combination	8	7				15	Combination+45

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	2	46	1670
Hvy	2	54	3340
Tru	9	63	4340

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Slagtoth Cowl X	OOO	Supple Piel x4, Slagtoth Hide+ x3, Prized Pelt x2
	Slagtoth Wrap X	O––	Supple Piel x2, Slagtoth Hide+ x5, Prized Pelt x2
	–	–	–
	–	–	–
	–	–	–

Sailor

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Blademaster	76	0	2	–2	0	0	A	–	Tav.★7	12600	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wide-Range	3	4	4	5		20	Wide-Range+2
Oxygen	3	2	2	1		10	Endless Oxygen
Fate	1	2	3	2		10	Good Luck
Sense	–3	–1	–3	–2		–10	Taunt
Torso Up					E		

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	3	100	3520
Tru	5	110	4520

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Sailor Hat	O––	Hunter King Coin x3, Pinnacle Coin x5, Purecrystal x5, Conqueror's Seal x3
	Sailor Suit	O––	Hunter King Coin x3, Flying Coin x5, Flutterfly x5, Conqueror's Seal x3
	Sailor Gloves	O––	Hunter King Coin x3, Leviathan Coin x5, Allfire Stone x8, Conqueror's Seal x3
	Sailor Skirt	OO–	Hunter King Coin x3, Brute Coin x5, Eltalite Ore x8, Conqueror's Seal x3
	Sailor Socks	–––	Hunter King Coin x3, Piscine Coin x5, Meldspar Ore x4, Conqueror's Seal x3

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Sailor

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Gunner	44	1	3	–1	1	1	B	–	Tav.★7	12600	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wide-Range	4	4	3	5		20	Wide-Range+2
Oxygen	3	2	2	1		10	Endless Oxygen
Fate	2	2	3	1		10	Good Luck
Sense	–2	–1	–3	–3		–10	Taunt
Torso Up					E		

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	3	56	3520
Tru	5	61	4520

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Sailor Cap	O––	Hunter King Coin x3, Pinnacle Coin x5, Purecrystal x5, Conqueror's Seal x3
	Sailor Vest	O––	Hunter King Coin x3, Flying Coin x5, Flutterfly x5, Conqueror's Seal x3
	Sailor Sleeves	O––	Hunter King Coin x3, Leviathan Coin x5, Allfire Stone x8, Conqueror's Seal x3
	Sailor Mini	OO–	Hunter King Coin x3, Brute Coin x5, Eltalite Ore x8, Conqueror's Seal x3
	Sailor Sandals	–––	Hunter King Coin x3, Piscine Coin x5, Meldspar Ore x4, Conqueror's Seal x3

Selene

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Blademaster	26	0	3	1	–2	–5	A	Vil.★5	–	5150	3



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Water Atk	1	3	2	1	3	10	Water Atk+1
Hearing	4	1	1	3	1	10	Earplugs
Destroyer	1	2	3	2	2	10	Partbreaker
Protection	–2	–2	–2	–2	–2	–10	Demonic Blessing

AS	NO.	DEF	COST
AS	2	30	256
AS+	2	36	389
Adv	3	48	512
Hrd	2	58	1015
Hvy	4	90	2030
Tru	6	102	3030

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Selene Helm	O––	Ceadeus Hide x2, Crooked Horn x2, Luminous Organ x2
	Selene Mail	O––	Ceadeus Scale x2, Ceadeus Fur x2, Deep Dragongem x1
	Selene Vambraces	–––	Ceadeus Hide x2, Ceadeus Scale x2, Luminous Organ x1
	Selene Coil	OO–	Ceadeus Scale x2, Ceadeus Fur x2, Luminous Organ x1
	Selene Greaves	OO–	Ceadeus Hide x2, Ceadeus Scale x2, Lagiacrus Plate x1

Selene

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Gunner	13	1	4	2	–1	–4	B	Vil.★5	–	5150	3



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Water Atk	1	3	2	1	3	10	Water Atk+1
Hearing	3	2	3	1	1	10	Earplugs
Destroyer	1	2	3	2	2	10	Partbreaker
Protection	–2	–2	–2	–2	–2	–10	Demonic Blessing

AS	NO.	DEF	COST
AS	2	17	256
AS+	2	21	389
Adv	3	30	512
Hrd	2	36	1015
Hvy	4	52	2030
Tru	6	58	3030

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Selene Cap	OO–	Ceadeus Hide x2, Crooked Horn x2, Luminous Organ x2
	Selene Vest	O––	Ceadeus Scale x2, Ceadeus Fur x2, Deep Dragongem x1
	Selene Guards	–––	Ceadeus Hide x2, Ceadeus Scale x2, Luminous Organ x1
	Selene Coat	O––	Ceadeus Scale x2, Ceadeus Fur x2, Luminous Organ x1
	Selene Leggings	OO–	Ceadeus Hide x2, Ceadeus Scale x2, Lagiacrus Plate x1

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Selene X	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Blademaster	85	0	4	1	–2	–7	A	–	Tav.★6	14250	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hearing	4	3	1	3	4	15	HG Earplugs
FreeElemnt	2	1	3	2	2	10	Awaken
Destroyer	2	1	3	2	2	10	Partbreaker
Protection	–2	–2	–2	–2	–2	–10	Demonic Blessing
Handicraft			1	1	2	4	
Fencing	1	2				3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	101	3850
Tru	8	117	4850

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Selene Helm X	O––	Crooked Hardhorn x2, Crooked Horn x4, Deep Dragongem x1, Conqueror's Seal x1
	Selene Mail X	O––	G.Ceadeus Fur x5, Ceadeus Fur x6, Earth Dragongem x5, Conqueror's Seal x1
	Selene Vembraces X	OO–	G.Ceadeus Fur x3, Ceadeus Hide x6, Luminous Organ x5, Conqueror's Seal x1
	Selene Coil X	OO–	Dark Dragongem, Ceadeus Tail x3, Lagia Sapphire x2, Conqueror's Seal x1
	Selene Greaves X	O––	G.Ceadeus Fur x5, Ceadeus Scale x7, ElderDragonBlood x4, Conqueror's Seal x1

Selene X	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Gunner	49	1	5	2	–1	–6	B	–	Tav.★6	14250	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hearing	3	4	4	1	3	15	HG Earplugs
FreeElemnt	3	1	1	3	2	10	Awaken
Destroyer	3	1	2	2	2	10	Partbreaker
Protection	–2	–2	–2	–2	–2	–10	Demonic Blessing
Stamina			1	2	2	5	
Loading	1	1				2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	57	3850
Tru	8	65	4850

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Selene Cap X	O––	Crooked Hardhorn x2, Crooked Horn x4, Deep Dragongem x1, Conqueror's Seal x1
	Selene Vest X	O––	G.Ceadeus Fur x5, Ceadeus Fur x6, Earth Dragongem x5, Conqueror's Seal x1
	Selene Guards X	OO–	G.Ceadeus Fur x3, Ceadeus Hide x6, Luminous Organ x5, Conqueror's Seal x1
	Selene Coat X	OO–	Dark Dragongem, Ceadeus Tail x3, Lagia Sapphire x2, Conqueror's Seal x1
	Selene Leggings X	O––	G.Ceadeus Fur x5, Ceadeus Scale x7, ElderDragonBlood x4, Conqueror's Seal x1

Selene Z	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Blademaster	86	0	4	1	–2	–7	A	–	Tav.★6	14250	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hearing	3	4	3	2	3	15	HG Earplugs
Handicraft	2	1	3	1	3	10	Sharpness+1
Water Atk	1	2	3	2	2	10	Water Atk+1
Sharpness	–2	–1	–2	–3	–2	–10	Blunt Edge

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	102	3850
Tru	8	118	4850

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Selene Helm Z	OOO	Crooked Hardhorn x2, G.Ceadeus Shard x2, Dark Dragongem, Conqueror's Seal x1
	Selene Mail Z	–––	G.Ceadeus Fur x4, G.Ceadeus Coat x5, Crooked Hardhorn x2, Conqueror's Seal x1
	Selene Vambraces Z	O––	G.Ceadeus Coat x5, Crooked Hardhorn x2, ElderDragonBlood x4, Conqueror's Seal x1
	Selene Coil Z	OOO	G.Ceadeus Shard x4, G.Ceadeus Fur x5, Dark Dragongem, Conqueror's Seal x1
	Selene Greaves Z	O––	G.Ceadeus Shard x5, G.Ceadeus Coat x5, Luminous Organ x6, Conqueror's Seal x1

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Selene Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Gunner	49	1	5	2	–1	–6	B	–	Tav.★6	14250	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hearing	1	4	5	2	3	15	HG Earplugs
Loading	2	1	3	1	3	10	Load Up
Water Atk	3	2	2	2	1	10	Water Atk+1
Recoil	–2	–1	–2	–2	–3	–10	Recoil Down–1

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	57	3850
Tru	8	65	4850

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Selene Cap Z	OOO	Crooked Hardhorn x2, G.Ceadeus Shard x2, Dark Dragongem, Conqueror's Seal x1
	Selene Vest Z	–––	G.Ceadeus Fur x4, G.Ceadeus Coat x5, Crooked Hardhorn x2, Conqueror's Seal x1
	Selene Guards Z	O––	G.Ceadeus Coat x5, Crooked Hardhorn x2, ElderDragonBlood x4, Conqueror's Seal x1
	Selene Coat Z	OOO	G.Ceadeus Shard x4, G.Ceadeus Fur x5, Dark Dragongem, Conqueror's Seal x1
	Selene Leggings Z	O––	G.Ceadeus Shard x5, G.Ceadeus Coat x5, Luminous Organ x6, Conqueror's Seal x1

Damascus

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	57	–2	2	2	–3	–1	A	Vil.★9	–	10250	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
ThunderAtk	2	2	4	3	3	14	Thunder Atk+1
Sharpener	2	1	2	2	3	10	Speed Sharpening
Protection	2	1	2	3	2	10	Divine Blessing
Eating	–2	–2	–2	–2	–2	–10	Slow Eater

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	60	695
Adv	2	68	920
Hrd	2	78	1525
Hvy	2	94	3050
Tru	9	112	4050

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Damascus Helm	O––	Mohran Scale+ x4, P.Rathian Scale+ x4, Rathian Spike+ x2, Commendation x2
	Damascus Mail	OO–	Sturdy Fang+ x4, A.Rath Carapace x6, Deviljho Saliva x2, Commendation x2
	Damascus Vambraces	O––	Mohran Scale+ x4, A.Rath Scale+ x4, Deviljho Saliva x2, Commendation x2
	Damascus Coil	O––	Mohran Carapace x6, P.Rathian Scale+ x4, A.Rath Scale+ x4, Commendation x2
	Damascus Greaves	O––	Mohran Carapace x6, P.Rath Carapace x6, A.Rathalos Tail x1, Commendation x2

Damascus

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	29	–1	3	3	–2	0	B	Vil.★9	–	10250	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
ThunderAtk	3	2	4	2	3	14	Thunder Atk+1
Reload Speed	2	1	2	3	2	10	Reload Speed+1
Protection	2	1	2	3	2	10	Divine Blessing
Eating	–2	–2	–2	–2	–2	–10	Slow Eater

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	31	695
Adv	2	37	920
Hrd	2	43	1525
Hvy	3	55	3050
Tru	8	63	4050

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Damascus Cap	O––	Mohran Scale+ x4, P.Rathian Scale+ x4, Rathian Spike+ x2, Commendation x2
	Damascus Vest	OO–	Sturdy Fang+ x4, A.Rath Carapace x6, Deviljho Saliva x2, Commendation x2
	Damascus Guards	O––	Mohran Scale+ x4, A.Rath Scale+ x4, Deviljho Saliva x2, Commendation x2
	Damascus Coat	O––	Mohran Carapace x6, P.Rathian Scale+ x4, A.Rath Scale+ x4, Commendation x2
	Damascus Leggings	O––	Mohran Carapace x6, P.Rath Carapace x6, A.Rathalos Tail x1, Commendation x2

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Damascus X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	95	–3	2	3	–4	–1	A	–	Tav.★8	24000	10



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
ThunderAtk	3	1	3	2	4	13	Thunder Atk+1
Sharpener	2	1	2	2	3	10	Speed Sharpening
Handicraft	2	2	3	2	1	10	Sharpness+1
Sharpness	–2	–2	–2	–2	–2	–10	Blunt Edge
PunishDraw	1	1	1			3	
Fencing				1	1	2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	1	103	5800
Tru	7	117	6800

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Damascus Helm X	OO–	H.Jhen Shard x4, P.Rathian Shard x4, Rathian Surspike x2, Mohran Carapace x3
	Damascus Mail X	OO–	Deific Fang x2, A.Rath Cortex x3, Deviljho Saliva x2, Mohran Scale+ x4
	Damascus Vambraces X	O––	H.Jhen Shard x4, A.Rathalos Shard x4, Deviljho Shard x3, Mohran Carapace x3
	Damascus Coil X	OO–	H.Jhen Rockskin x3, P.Rathian Shard x4, A.Rathalos Shard x4, Sturdy Fang+ x2
	Damascus Greaves X	O––	H.Jhen Rockskin x3, P.Rathian Cortex x3, A.Rathalos Lash x2, Mohran Scale+ x4

Damascus X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	54	–2	3	4	–3	0	B	–	Tav.★8	24000	10



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
ThunderAtk	3	1	3	2	4	13	Thunder Atk+1
Loading	2	2	2	2	2	10	Load Up
Reload Speed	2	1	4	2	1	10	Reload Speed+1
Recoil	–2	–2	–2	–2	–2	–10	Recoil Down–1
Precision	1	1	1			3	
Pierce Up				1	1	2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	1	58	5800
Tru	7	65	6800

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Damascus Cap X	OO–	H.Jhen Shard x4, P.Rathian Shard x4, Rathian Surspike x2, Mohran Carapace x3
	Damascus Vest X	OO–	Deific Fang x2, A.Rath Cortex x3, Deviljho Saliva x2, Mohran Scale+ x4
	Damascus Guards X	O––	H.Jhen Shard x4, A.Rathalos Shard x4, Deviljho Shard x3, Mohran Carapace x3
	Damascus Coat X	OO–	H.Jhen Rockskin x3, P.Rathian Shard x4, A.Rathalos Shard x4, Sturdy Fang+ x2
	Damascus Leggings X	O––	H.Jhen Rockskin x3, P.Rathian Cortex x3, A.Rathalos Lash x2, Mohran Scale+ x4

Chainmail

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Both	4	2	1	1	–2	0	B	Vil.★1	Tav.★1	200	1



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Combination	4	2	1	1	2	10	Combination+20
Hunger	1	1	2	4	2	10	Halve Hunger
Health	1	3	3	1	2	10	Health +20

AS	NO.	DEF	COST
AS	2	8	58
AS+	2	12	92
Adv	3	21	116
Hrd	2	27	520
Hvy	4	43	1040
Tru	13	56	2040

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Chainmail Headgear	O––	Earth Crystal x1, Iron Ore x1
	Chainmail Vest	–––	Iron Ore x2, Warm Pelt x1
	Chainmail Gloves	O––	Iron Ore x1, Whetstone x2
	Chainmail Belt	O––	Iron Ore x1, Warm Pelt x2
	Chainmail Pants	O––	Iron Ore x2, Warm Pelt x2

* Must complete Village Request "Dragonship Duty" to unlock

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Chainmail S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	22	2	2	1	–3	0	A	Vil.★6	Tav.★3	3350	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Combination	3	3	2	4	3	15	Combination+45
Health	2	2	4	3	4	15	Health +50
Combo Plus	3	1	3	2	1	10	Combination Pro

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	25	281
Adv	2	33	368
Hrd	2	43	835
Hvy	5	83	1670
Tru	9	101	2670

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Chainmail Helm S	O––	Carbalite Ore x1, Machalite Ore x2, Iron Ore x5
	Chainmail Armor S	OO–	Carbalite Ore x2, Pelagicite Ore x1, Earth Crystal x2, King Scarab x2
	Chainmail Braces S	O––	Carbalite Ore x2, Isisium x2, Earth Crystal x2
	Chainmail Faulds S	O––	Carbalite Ore x1, Pelagicite Ore x1, Earth Crystal x2, King Scarab x2
	Chainmail Greaves S	O––	Carbalite Ore x2, Machalite Ore x2, Iron Ore x5

Chainmail S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	11	3	3	2	–2	1	B	Vil.★6	Tav.★3	3350	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Combination	4	2	2	4	3	15	Combination+45
Health	2	2	4	3	4	15	Health +50
Combo Plus	4	1	2	2	1	10	Combination Pro

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	13	281
Adv	2	19	368
Hrd	2	25	835
Hvy	6	49	1670
Tru	8	57	2670

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Chainmail Cap S	O––	Carbalite Ore x1, Machalite Ore x2, Iron Ore x5
	Chainmail Vest S	OO–	Carbalite Ore x2, Pelagicite Ore x1, Earth Crystal x2, King Scarab x2
	Chainmail Guards S	O––	Carbalite Ore x2, Isisium x2, Earth Crystal x2
	Chainmail Coat S	O––	Carbalite Ore x1, Pelagicite Ore x1, Earth Crystal x2, King Scarab x2
	Chainmail Leggings S	O––	Carbalite Ore x2, Machalite Ore x2, Iron Ore x5

Diablos

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	24	2	0	–4	0	0	A	Vil.★5	Tav.★2	4150	3



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Tremor Resistance	1	2	2	3	2	10	Tremor Resistance
Expert	2	2	3	1	2	10	Critical Eye+1
FastCharge	1	2	3	1	3	10	Focus
Sharpener	–2	–2	–2	–2	–2	–10	Slow Sharpening

AS	NO.	DEF	COST
AS	2	28	216
AS+	2	34	329
Adv	3	46	432
Hrd	2	56	915
Hvy	4	88	1830
Tru	7	102	2830

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Diablos Helm	O––	Diablos Tailcase x2, Diablos Shell x4, Diablos Ridge x2, G.Wroggi Hide x5
	Diablos Mail	–––	Twisted Horn x2, Diablos Ridge x3, Diablos Shell x3, G.Wroggi Brace x3
	Diablos Vambraces	OO–	Diablos Fang x3, Diablos Marrow x1, Twisted Horn x2, Rhenoplos Shell x3
	Diablos Coil	O––	Diablos Shell x4, Diablos Fang x4, Majestic Horn x1, Rhenoplos Scalp x4
	Diablos Greaves	–––	Diablos Ridge x3, Diablos Shell x3, Diablos Fang x3, Rhenoplos Shell x3

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Diablos

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	12	3	1	–3	1	1	B	Vil.★5	Tav.★2	4150	3



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Pierce Up	1	3	2	1	3	10	Pierce/Pierce Up
Tremor Resistance	1	2	2	3	2	10	Tremor Resistance
Expert	2	2	3	1	2	10	Critical Eye+1
Precision	–2	–2	–2	–2	–2	–10	Steadiness–1

AS	NO.	DEF	COST
AS	2	16	216
AS+	2	20	329
Adv	3	29	432
Hrd	2	35	915
Hvy	4	51	1830
Tru	7	58	2830

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Diablos Cap	O––	Diablos Tailcase x2, Diablos Shell x4, Diablos Ridge x2, G.Wroggi Hide x5
	Diablos Vest	–––	Twisted Horn x2, Diablos Ridge x3, Diablos Shell x3, G.Wroggi Brace x3
	Diablos Guards	O––	Diablos Fang x3, Diablos Marrow x1, Twisted Horn x2, Rhenoplos Shell x3
	Diablos Coat	OO–	Diablos Shell x4, Diablos Fang x4, Majestic Horn x1, Rhenoplos Scalp x4
	Diablos Leggings	–––	Diablos Ridge x3, Diablos Shell x3, Diablos Fang x3, Rhenoplos Shell x3

Diablos S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	56	3	0	–5	0	0	A	Vil.★8	Tav.★4	9500	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Expert	2	2	4	4	3	15	Critical Eye+2
Tremor Resistance	3	2	1	2	2	10	Tremor Resistance
FastCharge	2	2	3	2	1	10	Focus
Sharpener	–2	–2	–2	–2	–2	–10	Slow Sharpening

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	59	650
Adv	2	67	860
Hrd	2	77	1450
Hvy	2	93	2900
Tru	8	109	3900

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Diablos Helm S	–––	Diablos Carapace x5, Diablos Tailcase x4, Wyvern Stone x1, G.Wroggi Hide+ x4
	Diablos Mail S	O––	Diablos Ridge+ x5, Majestic Horn x3, Diablos Ridge x3, Rhenoplos Shell x7
	Diablos Vambraces S	O––	Diablos Carapace x6, Diablos Fang x5, Diablos Shell x6, G.Wroggi Brace x3
	Diablos Coil S	O––	Diablos Ridge+ x6, Diablos Fang x6, Diablos Medulla x1, Rheno Carapace x6
	Diablos Greaves S	OO–	Diablos Carapace x6, Twisted Horn x5, Monster Hardbone x3, Rhenoplos Scalp x3

Diablos S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	28	4	1	–4	1	1	B	Vil.★8	Tav.★4	9500	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Expert	2	3	5	2	3	15	Critical Eye+2
Pierce Up	2	2	1	3	2	10	Pierce/Pierce Up
Tremor Resistance	2	3	1	3	1	10	Tremor Resistance
Precision	–2	–2	–2	–2	–2	–10	Steadiness–1

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	30	650
Adv	2	36	860
Hrd	2	42	1450
Hvy	3	54	2900
Tru	7	61	3900

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Diablos Cap S	O––	Diablos Carapace x5, Diablos Tailcase x4, Wyvern Stone x1, G.Wroggi Hide+ x4
	Diablos Vest S	–––	Diablos Ridge+ x5, Majestic Horn x3, Diablos Ridge x3, Rhenoplos Shell x7
	Diablos Guards S	O––	Diablos Carapace x6, Diablos Fang x5, Diablos Shell x6, G.Wroggi Brace x3
	Diablos Coat S	O––	Diablos Ridge+ x6, Diablos Fang x6, Diablos Medulla x1, Rheno Carapace x6
	Diablos Leggings S	OO–	Diablos Carapace x6, Twisted Horn x5, Monster Hardbone x3, Rhenoplos Scalp x3

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Diablos V

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	57	3	0	–5	0	0	A	Vil.★9	Tav.★5	9500	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hearing	2	2	2	1	3	10	Earplugs
Stam Drain	2	1	2	1	4	10	Stamina Thief
KO	2	1	3	2	2	10	Knockout King
Dragon Atk	–2	–2	–2	–2	–2	–10	Dragon Atk Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	60	650
Adv	2	68	860
Hrd	2	78	1450
Hvy	2	94	2900
Tru	9	112	3900

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Diablos Helm U	O––	B.Diab Carapace x4, Diablos Tailcase x4, Wyvern Stone x1, Altaroth Stomach x4
	Diablos Mail U	OO–	Blackcurl Horn x2, B.Diablos Ridge+ x5, Diablos Marrow x2, G.Jaggi Claw+ x4
	Diablos Vambraces U	OO–	B.Diab Carapace x4, Diablos Fang x5, Diablos Medulla x1, G.Jaggi Claw x4
	Diablos Coil U	OOO	B.Diablos Ridge+ x6, B.Diab Carapace x5, Diablos Fang x6, Quality Sac x3
	Diablos Greaves U	–––	B.Diab Carapace x5, Twisted Horn x5, Monster Hardbone x4, Altaroth Jaw x4

Diablos V

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	29	4	1	–4	1	1	B	Vil.★9	Tav.★5	9500	6



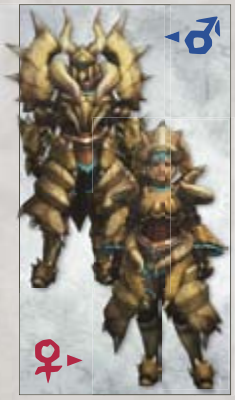
SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Reload Speed	4	2	3	2	4	15	Reload Speed+2
Recoil	2	1	3	1	3	10	Recoil Down+1
Hearing	2	2	2	2	2	10	Earplugs
Dragon Atk	–2	–2	–2	–2	–2	–10	Dragon Atk Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	31	650
Adv	2	37	860
Hrd	2	43	1450
Hvy	3	55	2900
Tru	8	63	3900

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Diablos Cap U	O––	B.Diab Carapace x4, Diablos Tailcase x4, Wyvern Stone x1, Altaroth Stomach x4
	Diablos Vest U	OO–	Blackcurl Horn x2, B.Diablos Ridge+ x5, Diablos Marrow x2, G.Jaggi Claw+ x4
	Diablos Guards U	O––	B.Diab Carapace x4, Diablos Fang x5, Diablos Medulla x1, G.Jaggi Claw x4
	Diablos Coat U	OOO	B.Diablos Ridge+ x6, B.Diab Carapace x5, Diablos Fang x6, Quality Sac x3
	Diablos Leggings U	–––	B.Diab Carapace x5, Twisted Horn x5, Monster Hardbone x4, Altaroth Jaw x4

Diablos X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	89	4	0	–6	0	0	A	–	Tav.★7	15100	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Crit Draw	3	2	3	2		10	Critical Draw
Tremor Resistance	1	2	3	3	1	10	Tremor Resistance
Sheathing	2	1	3	3	1	10	Quick Sheath
Sharpener	–2	–2	–2	–2	–2	–10	Slow Sharpening
Handicraft	2	2				4	
Eating			3			3	
PunishDraw				3		3	
Fencing					3	3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	105	4020
Tru	6	117	5020

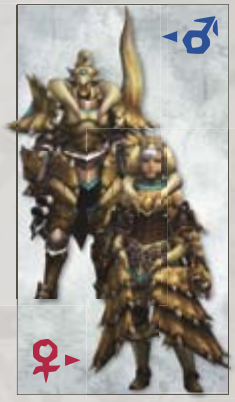
PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Diablos Helm X	OO–	Diablos Cortex x5, Diablos Hardhorn x1, Lrg Wyvern Stone x1, G.Wroggi Piel x4
	Diablos Mail X	OO–	Diablos Chine x5, Diablos Hardhorn x1, Diablos Ridge+ x3, Volvidon Cortex x4
	Diablos Vambraces X	–––	Diablos Cortex x6, Diablos Chine x5, Diablos Carapace x6, G.Jaggi Piel x3
	Diablos Coil X	–––	Diablos Chine x6, Diablos Hardtail x6, Diablos Medulla x3, Rhenoplos Bone x4
	Diablos Greaves X	OOO	Diablos Cortex x6, Stout Horn x5, Monster Slogbone x3, Diablos Hardtail x1

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Diablos X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	51	5	1	–5	1	1	B	–	Tav.★7	15100	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Pierce Up	1	1	4	2	2	10	Pierce/Pierce Up
Reload Speed	3	3		4		10	Reload Speed+1
Sheathing	2	1	5	1	1	10	Quick Sheath
Precision	–2	–2	–2	–2	–2	–10	Steadiness–1
Loading	2	2				4	
Guts					3	3	
Recoil			3			3	
Tenderizer				3		3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	59	4020
Tru	6	65	5020

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Diablos Cap X	OO–	Diablos Cortex x5, Diablos Hardhorn x1, Lrg Wyvern Stone x1, G.Wroggi Piel x4
	Diablos Vest X	O––	Diablos Chine x5, Diablos Hardhorn x1, Diablos Ridge+ x3, Volvidon Cortex x4
	Diablos Guards X	–––	Diablos Cortex x6, Diablos Chine x5, Diablos Carapace x6, G.Jaggi Piel x3
	Diablos Coat X	–––	Diablos Chine x6, Diablos Hardtail x6, Diablos Medulla x3, Rhenoplos Bone x4
	Diablos Leggings X	OOO	Diablos Cortex x6, Stout Horn x5, Monster Slogbone x3, Diablos Hardtail x1

Diablos Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	89	4	0	–6	0	0	A	–	Tav.★7	15100	9



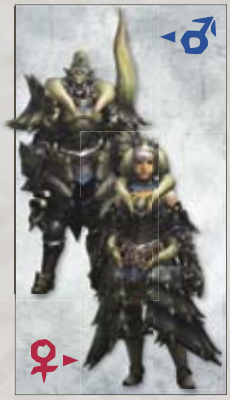
SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Stam Drain	2	1	4	2	1	10	Stamina Thief
KO	4	1	1	2	2	10	Knockout King
Tenderizer	2	2	3	2	1	10	Weakness Exploit
Dragon Atk	–2	–2	–2	–2	–2	–10	Dragon Atk Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	105	4020
Tru	6	117	5020

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Diablos Helm Z	O––	B.Diablos Cortex x4, Diablos Hardhorn x2, Lrg Wyvern Stone x1, Prized Stomach x3
	Diablos Mail Z	OO–	Blackcurl Horn+ x2, B.Diablos Chine x5, Diablos Medulla x2, Imperial Frill x2
	Diablos Vambraces Z	O––	B.Diablos Cortex x4, Blackcurl Horn x5, B.Diablos Chine x3, Fey Wyvern Gem x1
	Diablos Coil Z	OO–	B.Diablos Chine x6, B.Diablos Cortex x5, Blackcurl Horn+ x1, Purecrystal x1
	Diablos Greaves Z	OOO	B.Diablos Cortex x5, Diablos Hardtail x2, Monster Slogbone x4, Rhenoplos Bone x2

Diablos Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	51	5	1	–5	1	1	B	–	Tav.★7	15100	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Reload Speed	3	1	3	5	3	15	Reload Speed+2
Recoil	4	1	1	2	2	10	Recoil Down+1
Tenderizer	3	2	3	1	1	10	Weakness Exploit
Dragon Atk	–2	–2	–2	–2	–2	–10	Dragon Atk Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	59	4020
Tru	6	65	5020

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Diablos Cap Z	O––	B.Diablos Cortex x4, Diablos Hardhorn x2, Lrg Wyvern Stone x1, Prized Stomach x3
	Diablos Vest Z	OO–	Blackcurl Horn+ x2, B.Diablos Chine x5, Diablos Medulla x2, Imperial Frill x2
	Diablos Guards Z	O––	B.Diablos Cortex x4, Blackcurl Horn x5, B.Diablos Chine x3, Fey Wyvern Gem x1
	Diablos Coat Z	OO–	B.Diablos Chine x6, B.Diablos Cortex x5, Blackcurl Horn+ x1, Purecrystal x1
	Diablos Leggings Z	OOO	B.Diablos Cortex x5, Diablos Hardtail x2, Monster Slogbone x4, Rhenoplos Bone x2

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Dober

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	55	–2	0	0	0	3	A	Vil.★9	Tav.★5	9100	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Dragon Atk	3	1	3	2	1	10	Dragon Atk +1
Stam Recov	4	1		4	1	10	Stam Recov Up
Tremor Resistance	2	3	1	3	1	10	Tremor Resistance
Hunger	–2	–2	–2	–2	–2	–10	Raise Hunger

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	58	626
Adv	2	66	828
Hrd	2	76	1410
Hvy	2	92	2820
Tru	9	110	3820

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Dober Helm	–––	Dragonbone Relic x3, Nargacuga Fang+ x1, Avian Finebone x10, Monster Bone+ x8
	Dober Mail	O––	Dragonbone Relic x3, B.Diablos Ridge+ x4, Monster Hardbone x3, Monster Bone S x20
	Dober Vambraces	OO–	Dragonbone Relic x3, S.Barioth Claw+ x3, ElderDragonBlood x2, Monster Bone L x5
	Dober Coil	–––	Dragonbone Relic x3, Zinogre Claw+ x3, Stoutbone x5, Monster Bone M x10
	Dober Greaves	OOO	Dragonbone Relic x3, G.Agnak Claw+ x2, Monster Keenbone x5, Jumbo Bone x10

Dober

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	28	–1	1	1	1	4	B	Vil.★9	Tav.★5	9100	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Reload Speed	2	3	1	3	1	10	Reload Speed+1
Dragon Atk	2	1	4	2	1	10	Dragon Atk +1
Stam Recov	4	1		4	1	10	Stam Recov Up
Hunger	–2	–2	–2	–2	–2	–10	Raise Hunger

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	30	626
Adv	2	36	828
Hrd	2	42	1410
Hvy	3	54	2820
Tru	8	62	3820

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Dober Cap	–––	Dragonbone Relic x3, Nargacuga Fang+ x1, Avian Finebone x10, Monster Bone+ x8
	Dober Vest	O––	Dragonbone Relic x3, B.Diablos Ridge+ x4, Monster Hardbone x3, Monster Bone S x20
	Dober Guards	OO–	Dragonbone Relic x3, S.Barioth Claw+ x3, ElderDragonBlood x2, Monster Bone L x5
	Dober Coat	–––	Dragonbone Relic x3, Zinogre Claw+ x3, Stoutbone x5, Monster Bone M x10
	Dober Leggings	OOO	Dragonbone Relic x3, G.Agnak Claw+ x2, Monster Keenbone x5, Jumbo Bone x10

Dober X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	92	–3	0	0	0	4	A	–	Tav.★8	21000	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Dragon Atk	2	2	5	5	1	15	Dragon Atk +2
Evasion		2	3	3	2	10	Evasion+1
Tremor Resistance	2	3	2	1	2	10	Tremor Resistance
Hunger	–2	–2	–1	–2	–3	–10	Raise Hunger
Unscathed		2		1		3	
Crit Draw	2		1			3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	108	5200
Tru	3	114	6200

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Dober Helm X	OOO	Elder Dragonbone x3, Duram Hardhorn x1, Monster Slogbone x4, ElderDragonBlood x3
	Dober Mail X	–––	Elder Dragonbone x3, Blackcurl Horn+ x2, Avian Stoutbone x5, Crushing Fang x5
	Dober Vambraces X	O––	Elder Dragonbone x3, I.Lagi Scale+ x2, Rhenoplos Bone x5, Lrg Wyvern Stone x2
	Dober Coil X	O––	Elder Dragonbone x3, S.Zinogre Talon x3, Monster Slogbone x3, Fey Wyvern Gem x3
	Dober Greaves X	OOO	Elder Dragonbone x3, G.Agnak Talon x2, Avian Stoutbone x5, Massive Bone x10

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Dober X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	52	–2	1	1	1	5	B	–	Tav.★8	21000	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Dragon Atk	2	1	5	5	2	15	Dragon Atk +2
Reload Speed	2	4	2	1	1	10	Reload Speed+1
Evasion		2	3	3	2	10	Evasion+1
Hunger	–2	–2	–1	–2	–3	–10	Raise Hunger
Unscathed		2		1		3	
Rapid Fire	2		1			3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	60	5200
Tru	3	63	6200

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Dober Cap X	OOO	Elder Dragonbone x3, Duram Hardhorn x1, Monster Slogbone x4, ElderDragonBlood x3
	Dober Vest X	–––	Elder Dragonbone x3, Blackcurl Horn+ x2, Avian Stoutbone x5, Crushing Fang x5
	Dober Guards X	O––	Elder Dragonbone x3, I.Lagi Scale+ x2, Rhenoplos Bone x5, Lrg Wyvern Stone x2
	Dober Coat X	O––	Elder Dragonbone x3, S.Zinogre Talon x3, Monster Slogbone x3, Fey Wyvern Gem x3
	Dober Leggings X	OOO	Elder Dragonbone x3, G.Agnak Talon x2, Avian Stoutbone x5, Massive Bone x10

Duramboros

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	24	–4	2	–2	1	1	A	Vil.★6	Tav.★2	4150	3



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Survivor	2	3	1	3	1	10	Fortify
Rec. Speed	1	2	2	2	3	10	Rec. Speed+1
Attack	3	1	3	2	1	10	Attack Up (S)
Expert	–2	–2	–2	–2	–2	–10	Critical Eye–1

AS	NO.	DEF	COST
AS	2	28	216
AS+	2	34	329
Adv	3	46	432
Hrd	2	56	915
Hvy	4	88	1830
Tru	7	102	2830

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Duramboros Helm	O––	Duramboros Horn x2, Duramboros Shell x4, Monster Bone+ x3, Rhenoplos Shell x3
	Duramboros Mail	O––	Duramboros Hump x3, Duramboros Horn x2, Duramboros Shell x4, Bullfango Pelt x4
	Duramboros Braces	O––	Duramboros Shell x4, Duram Tailcase x2, Duram Mossplate x4, Rhenoplos Shell x3
	Duramboros Faulds	O––	Duram Mossplate x4, Duramboros Shell x4, Duram Tailbone x1, Wroggi Hide x4
	Duramboros Greaves	O––	Duram Tailcase x2, Duram Mossplate x4, Duramboros Hump x2, Bullfango Pelt x4

Duramboros

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	12	–3	3	–1	2	2	B	Vil.★6	Tav.★2	4150	3



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Rec. Speed	3	2	2	2	3	12	Rec. Speed+1
Survivor	2	3	1	3	1	10	Fortify
Attack	4	1	3	1	1	10	Attack Up (S)
Expert	–2	–2	–2	–2	–2	–10	Critical Eye–1

AS	NO.	DEF	COST
AS	2	16	216
AS+	2	20	329
Adv	3	29	432
Hrd	2	35	915
Hvy	4	51	1830
Tru	7	58	2830

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Duramboros Cap	O––	Duramboros Horn x2, Duramboros Shell x4, Monster Bone+ x3, Rhenoplos Shell x3
	Duramboros Vest	O––	Duramboros Hump x3, Duramboros Horn x2, Duramboros Shell x4, Bullfango Pelt x4
	Duramboros Guards	O––	Duramboros Shell x4, Duram Tailcase x2, Duram Mossplate x4, Rhenoplos Shell x3
	Duramboros Coat	O––	Duram Mossplate x4, Duramboros Shell x4, Duram Tailbone x1, Wroggi Hide x4
	Duramboros Leggings	O––	Duram Tailcase x2, Duram Mossplate x4, Duramboros Hump x2, Bullfango Pelt x4

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Duramboros S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	54	–5	3	–2	1	1	A	Vil.★8	Tav.★4	9500	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Rec. Speed	2	4	2	3	4	15	Rec. Speed+2
Survivor	3	1	3	2	1	10	Fortify
Attack	1	2	2	2	3	10	Attack Up (S)
Expert	–2	–2	–2	–2	–2	–10	Critical Eye–1

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	57	650
Adv	2	65	860
Hrd	2	75	1450
Hvy	2	91	2900
Tru	8	107	3900

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Duramboros Helm S	OO–	Duramboros Horn+ x2, Duram Carapace x6, Duram Tailbone x1, Bullfango Pelt x3
	Duramboros Mail S	O––	Duramboros Horn+ x2, Duramboros Hump x4, Wyvern Stone x1, Bullfango Pelt x6
	Duramboros Braces S	O––	Duram Carapace x6, Duram Tailcase+ x2, Hard Mossplate x5, Slagtoth Hide+ x6
	Duramboros Faulds S	OO–	Hard Mossplate x4, Duram Carapace x6, Duram Sacrum x1, Slagtoth Hide+ x4
	Duramboros Greaves S	OO–	Duram Tailcase+ x3, Hard Mossplate x5, Duramboros Hump x4, Monster Hardbone x5

Duramboros S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	27	–4	4	–1	2	2	B	Vil.★8	Tav.★4	9500	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Rec. Speed	3	4	2	2	4	15	Rec. Speed+2
Survivor	4	1	3	1	1	10	Fortify
Attack	1	2	2	2	3	10	Attack Up (S)
Expert	–2	–2	–2	–2	–2	–10	Critical Eye–1

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	29	650
Adv	2	35	860
Hrd	2	41	1450
Hvy	3	53	2900
Tru	7	60	3900

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Duramboros Cap S	OO–	Duramboros Horn+ x2, Duram Carapace x6, Duram Tailbone x1, Bullfango Pelt x3
	Duramboros Vest S	O––	Duramboros Horn+ x2, Duramboros Hump x4, Wyvern Stone x1, Bullfango Pelt x6
	Duramboros Guards S	O––	Duram Carapace x6, Duram Tailcase+ x2, Hard Mossplate x5, Slagtoth Hide+ x6
	Duramboros Coat S	OO–	Hard Mossplate x4, Duram Carapace x6, Duram Sacrum x1, Slagtoth Hide+ x4
	Duramboros Leggings S	O––	Duram Tailcase+ x3, Hard Mossplate x5, Duramboros Hump x4, Monster Hardbone x5

Duramboros X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	84	–6	3	–2	1	1	A	–	Tav.★6	13800	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Survivor	3	1	3	1	2	10	Fortify
PunishDraw	3	1	4		2	10	Punishing Draw
Stam Drain	1	1	3	2	3	10	Stamina Thief
Expert	–3	–2	–2	–2	–1	–10	Critical Eye–1
FreeElemnt				3		3	
Handicraft	1				2	3	
Fencing			2			2	
Destroyer		2				2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	89	1880
Hvy	2	105	3760
Tru	6	117	4760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Duramboros Helm X	O––	Duram Hardhorn x2, Duram Cortex x6, Duram Sacrum x1, Eltalite Ore x5
	Duramboros Mail X	OO–	Duram Hardhorn x2, Marbled Hump x4, Lrg Wyvern Stone x1, Prized Pelt x3
	Duramboros Braces X	–––	Duram Cortex x6, Duram Hardtail x2, Hard Mossplate x5, Massive Bone x5
	Duramboros Faulds X	OOO	Heavy Mossplate x4, Duram Cortex x6, Durambolite x1, Arzuros Cortex x3
	Duramboros Greaves X	OO–	Duram Cortex x3, Heavy Mossplate x5, Marbled Hump x4, Rhenoplos Bone x3

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Duramboros X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	48	–5	4	–1	2	2	B	–	Tav.★6	13800	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Survivor	4	1	3	1	1	10	Fortify
Stam Drain	2	1	3	2	2	10	Stamina Thief
FastCharge	3	1	3		3	10	Focus
Expert	–2	–2	–2	–2	–2	–10	Critical Eye–1
FreeElemnt				3		3	
Loading	1				2	3	
Unscathed			2			2	
Destroyer		2				2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	51	1880
Hvy	2	59	3760
Tru	6	65	4760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Duramboros Cap X	O––	Duram Hardhorn x2, Duram Cortex x6, Duram Sacrum x1, Eltalite Ore x5
	Duramboros Vest X	OO–	Duram Hardhorn x2, Marbled Hump x4, Lrg Wyvern Stone x1, Prized Pelt x3
	Duramboros Guards X	–––	Duram Cortex x6, Duram Hardtail x2, Hard Mossplate x5, Massive Bone x5
	Duramboros Coat X	OOO	Heavy Mossplate x4, Duram Cortex x6, Durambolite x1, Arzuros Cortex x3
	Duramboros Leggings X	OO–	Duram Cortex x3, Heavy Mossplate x5, Marbled Hump x4, Rhenoplos Bone x3

Duramboros Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	86	3	–4	–4	1	1	A	–	Tav.★6	13800	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Guts	2	3	1	2	2	10	Guts
FreeElemnt	2	2	2	1	3	10	Awaken
Attack	1	1	4	1	3	10	Attack Up (S)
Evasion	–2	–2	–2	–2	–2	–10	Evasion Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	91	1880
Hvy	2	107	3760
Tru	5	117	4760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Duramboros Helm Z	OOO	Duram Hardhorn x2, R.Duram Shell x6, Duram Sacrum x1, Purecrystal x1
	Duramboros Mail Z	O––	Duram Hardhorn x2, Marbled Hump x4, Lrg Wyvern Stone x1, Prized Stomach x3
	Duramboros Braces Z	O––	R.Duram Shell x6, R.Duram Hardtail x2, Hard Mossplate x5, Crushing Fang x3
	Duramboros Faulds Z	OOO	R.Duram Plate x4, R.Duram Shell x6, Durambolite x1, Arzuros Allbrace x3
	Duramboros Greaves Z	O––	R.Duram Plate x3, R.Duram Shell x5, Marbled Hump x4, Monster Slogbone x3

Duramboros Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	49	4	–3	–3	2	2	B	–	Tav.★6	13800	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Guts	2	3	2	1	2	10	Guts
Loading	2	2	2	1	3	10	Load Up
Attack	2	1	3	1	3	10	Attack Up (S)
Evasion	–2	–2	–2	–2	–2	–10	Evasion Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	52	1880
Hvy	2	60	3760
Tru	5	65	4760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Duramboros Cap Z	OOO	Duram Hardhorn x2, R.Duram Shell x6, Duram Sacrum x1, Purecrystal x1
	Duramboros Vest Z	O––	Duram Hardhorn x2, Marbled Hump x4, Lrg Wyvern Stone x1, Prized Stomach x3
	Duramboros Guards Z	O––	R.Duram Shell x6, R.Duram Hardtail x2, Hard Mossplate x5, Crushing Fang x3
	Duramboros Coat Z	OOO	R.Duram Plate x4, R.Duram Shell x6, Durambolite x1, Arzuros Allbrace x3
	Duramboros Leggings Z	O––	R.Duram Plate x3, R.Duram Shell x5, Marbled Hump x4, Monster Slogbone x3

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Dianthus

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Blademaster	35	0	0	0	0	0	A	Vil.★7	–	8800	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wide-Range	2	3	3	4	4	16	Wide-Range+1
Psychic	3	3	3	3	3	15	Autotracker
Perception	2	1	4	1	2	10	Capture Guru
Poison	–2	–2	–2	–2	–2	–10	Double Poison

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	38	608
Adv	2	46	804
Hrd	2	56	1380
Hvy	3	80	2760
Tru	11	102	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Dianthus Cappa	O––	Gloamgrass Bud x1, Dragon Toadstool x3, Gargwa Feather x5, Bumblepumpkin x3
	Dianthus Jacket	–––	Gloamgrass Bud x1, Dragon Toadstool x3, Lightcrystal x6, Isisium x1
	Dianthus Sleeves	O––	Gloamgrass Bud x1, Fucium Ore x3, Gourmet Voucher x1, Blue Cutthroat x3
	Dianthus Skirt	O––	Gloamgrass Bud x1, Dragon Toadstool x3, Voucher x3, Humspun Conch x3
	Dianthus Breeches	–––	Gloamgrass Bud x1, Fucium Ore x3, Lightcrystal x4, Bathycite Ore x1

Dianthus Weal

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Blademaster	76	0	0	0	0	0	A	Vil.★6	–	12600	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wide-Range	4	4	3	4	5	20	Wide-Range+2
Psychic	1	1	4	5	4	15	Autotracker
Perception	4	1	1	2	2	10	Capture Guru
Poison	–2	–2	–2	–2	–2	–10	Double Poison
FreeElemnt				1	1	2	
Evasion	1	1				2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	3	100	3520
Tru	5	110	4520

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Dianthus Wealcap	O––	Meldspar Ore x3, Gloamgrass Bud x1, Rusted Fragment x10, Bumblepumpkin x3*
	Dianthus Wealcoat	O––	Meldspar Ore x2, Gloamgrass Bud x1, Blue Cutthroat x3, Large Fragment x4*
	Dianthus Wealcuffs	OO–	Meldspar Ore x3, Gloamgrass Bud x1, Humspun Conch x3, Slender Fragment x4*
	Dianthus Wealskirt	–––	Meldspar Ore x2, Gloamgrass Bud x1, Chum-Chum Ticket x3, Gourmet Voucher x3*
	Dianthus Wealpants	–––	Meldspar Ore x3, Gloamgrass Bud x1, Bindshroom x2, Long Fragment x4*

Nargacuga

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	51	–2	1	1	–5	1	A	Vil.★9	Tav.★5	9000	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Evasion	1	3	2	3	3	12	Evasion+1
Sense	3	2	1	2	2	10	Sneak
Evade Dist	3	2	1	2	2	10	Evade Extender
Stamina	–2	–2	–2	–2	–2	–10	Short Sprinter

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	54	620
Adv	2	62	820
Hrd	2	72	1400
Hvy	2	88	2800
Tru	9	106	3800

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Nargacuga Helm	O––	Nargacuga Pelt+ x5, Narga Tailspike x5, Wyvern Stone x1, Arzuros Pelt+ x6
	Nargacuga Mail	–––	Nargacuga Scale+ x4, Nargacuga Fang+ x5, Narga Medulla x1, King Scarab x6
	Nargacuga Braces	OO–	Narga Razor x3, Nargacuga Scale+ x5, Narga Tailspike x5, Slagtoth Hide+ x5
	Nargacuga Faulds	O––	Nargacuga Pelt+ x5, Nargacuga Tail x1, Narga Razor x3, Arzuros Carapace x4
	Nargacuga Greaves	O––	Nargacuga Fang+ x5, Nargacuga Scale+ x5, Narga Medulla x1, Rare Scarab x3

* Must obtain Meldspar Ore from Tavern ★6 Quests to unlock.

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Nargacuga

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	26	–1	2	2	–4	2	B	Vil.★9	Tav.★5	9000	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Evasion	2	3	3	2	2	12	Evasion+1
Sense	2	2	1	3	2	10	Sneak
Evade Dist	3	2	1	2	2	10	Evade Extender
Stamina	–2	–2	–2	–2	–2	–10	Short Sprinter

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	28	620
Adv	2	34	820
Hrd	2	40	1400
Hvy	3	52	2800
Tru	8	60	3800

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Nargacuga Cap	O––	Nargacuga Pelt+ x5, Narga Tailspike x5, Wyvern Stone x1, Arzuros Pelt+ x6
	Nargacuga Vest	–––	Nargacuga Scale+ x4, Nargacuga Fang+ x5, Narga Medulla x1, King Scarab x6
	Nargacuga Guards	OO–	Narga Razor x3, Nargacuga Scale+ x5, Narga Tailspike x5, Slagtoth Hide+ x5
	Nargacuga Coat	O––	Nargacuga Pelt+ x5, Nargacuga Tail x1, Narga Razor x3, Arzuros Carapace x4
	Nargacuga Leggings	O––	Nargacuga Fang+ x5, Nargacuga Scale+ x5, Narga Medulla x1, Rare Scarab x3

Nargacuga X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	85	–2	2	1	–6	1	A	–	Tav.★7	14500	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Evasion	2	3	4	1	5	15	Evasion+2
Sense	4	1	1	2	2	10	Sneak
Evade Dist	2	1	2	2	3	10	Evade Extender
Stamina	–2	–2	–2	–2	–2	–10	Short Sprinter
Handicraft	1	2				3	
Tenderizer			1		2	3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	101	3900
Tru	6	113	4900

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Nargacuga Helm X	O––	Narga Tailspear x2, Nargacuga Fur x3, Narga Razor+ x2, Arzuros Cortex x4
	Nargacuga Mail X	O––	Nargacuga Shard x3, Hvy Narga Fang x4, Nargacuga Fur x3, G.Jaggi Piel x3
	Nargacuga Braces X	OO–	Narga Razor+ x3, Nargacuga Mantle x1, Narga Medulla x3, Arzuros Allbrace x5
	Nargacuga Faulds X	OOO	Nargacuga Fur x3, Nargacuga Lash x1, Nargacuga Mantle x1, Flutterfly x3
	Nargacuga Greaves X	–––	Hvy Narga Fang x6, Nargacuga Shard x3, Narga Tailspear x2, Emperor Hopper x6

Nargacuga X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	49	–1	3	2	–5	2	B	–	Tav.★7	14500	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Evasion	3	3	3	2	4	15	Evasion+2
Sense	4	1	1	1	3	10	Sneak
Evade Dist	2	1	2	2	3	10	Evade Extender
Stamina	–2	–2	–2	–2	–2	–10	Short Sprinter
Loading	1	2				3	
Tenderizer			1		2	3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	57	3900
Tru	7	64	4900

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Nargacuga Cap X	O––	Narga Tailspear x2, Nargacuga Fur x3, Narga Razor+ x2, Arzuros Cortex x4
	Nargacuga Vest X	O––	Nargacuga Shard x3, Hvy Narga Fang x4, Nargacuga Fur x3, G.Jaggi Piel x3
	Nargacuga Guards X	OO–	Narga Razor+ x3, Nargacuga Mantle x1, Narga Medulla x3, Arzuros Allbrace x5
	Nargacuga Coat X	OOO	Nargacuga Fur x3, Nargacuga Lash x1, Nargacuga Mantle x1, Flutterfly x3
	Nargacuga Leggings X	–––	Hvy Narga Fang x6, Nargacuga Shard x3, Narga Tailspear x2, Emperor Hopper x6

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Nargacuga Z

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
87	–2	2	1	–6	1	A	–	Tav.★7	14500	9

Blademaster



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Evasion	4	3	3	2	3	15	Evasion+2
Stam Recov	2	1	1	4	2	10	Stam Recov Up
FastCharge	1	3	3	1	2	10	Focus
Constitution	–2	–2	–2	–2	–2	–10	Constitution–1

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	103	3900
Tru	6	115	4900

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Nargacuga Helm Z	OO–	G.Narga Dapples x6, G.Narga Razor+ x3, Narga Medulla x4, Supple Piel x4
	Nargacuga Mail Z	O––	G.Narga Shard x5, Hvy G.Narga Fang x5, Nargacuga Mantle x1, Crushing Fang x3
	Nargacuga Braces Z	OO–	G.Narga Razor+ x4, G.Narga Shard x5, G.Narg Tailspear x4, Fey Wyvern Gem x2
	Nargacuga Faulds Z	OO–	G.Narga Dapples x6, G.Narg Tailspear x5, Lrg Wyvern Stone x1, Purecrystal x1
	Nargacuga Greaves Z	OO–	Hvy G.Narga Fang x5, G.Narga Shard x5, Nargacuga Lash x1, Monster Slogbone x3

Nargacuga Z

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
50	–1	3	2	–5	2	B	–	Tav.★7	14500	9

Gunner



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Evasion	5	3	2	2	3	15	Evasion+2
Stam Recov	2	1	1	4	2	10	Stam Recov Up
FastCharge	1	3	3	1	2	10	Focus
Constitution	–2	–2	–2	–2	–2	–10	Constitution–1

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	58	3900
Tru	6	64	4900

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Nargacuga Cap Z	OO–	G.Narga Dapples x6, G.Narga Razor+ x3, Narga Medulla x4, Supple Piel x4
	Nargacuga Vest Z	O––	G.Narga Shard x5, Hvy G.Narga Fang x5, Nargacuga Mantle x1, Crushing Fang x3
	Nargacuga Guards Z	OO–	G.Narga Razor+ x4, G.Narga Shard x5, G.Narg Tailspear x4, Fey Wyvern Gem x2
	Nargacuga Coat Z	OO–	G.Narga Dapples x6, G.Narg Tailspear x5, Lrg Wyvern Stone x1, Purecrystal x1
	Nargacuga Leggings Z	OO–	Hvy G.Narga Fang x5, G.Narga Shard x5, Nargacuga Lash x1, Monster Slogbone x3

Gigginox

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
18	–4	0	1	1	–1	A	Vil.★4	Tav.★2	2350	2

Blademaster



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hearing	2	2	3	2	3	12	Earplugs
Sharpener	2	1	3	2	2	10	Speed Sharpening
Status	1	2	2	2	3	10	Status Atk +1
Protection	–2	–2	–2	–2	–2	–10	Demonic Blessing

AS	NO.	DEF	COST
AS	2	22	144
AS+	2	28	221
Adv	3	40	288
Hrd	2	50	735
Hvy	4	82	1470
Tru	9	100	2470

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Gigginox Helm	O––	Uncanny Hide x2, Gigginox Hide x3, Poison Sac x2, G.Baggi Hide x3
	Gigginox Mail	O––	Gigginox Claw x2, Gigginox Hide x3, Venom Gland x3, Isisium x4
	Gigginox Vambraces	–––	Gigginox Hide x4, Gigginox Claw x1, Venom Gland x3, Monster Bone L x3
	Gigginox Faulds	O––	Gigginox Hide x4, Uncanny Hide x1, Velvety Hide x4, G.Baggi Hide x2
	Gigginox Greaves	–––	Fearsome Maw x1, Velvety Hide x4, Pale Extract x2, Lightcrystal x1

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Gigginox

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	9	–3	1	2	2	0	B	Vil.★4	Tav.★2	2350	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hearing	3	2	2	2	3	12	Earplugs
Reload Speed	2	1	2	3	2	10	Reload Speed+1
Status	2	1	3	1	3	10	Status Atk +1
Protection	–2	–2	–2	–2	–2	–10	Demonic Blessing

AS	NO.	DEF	COST
AS	2	13	144
AS+	2	17	221
Adv	3	26	288
Hrd	2	32	735
Hvy	4	48	1470
Tru	9	57	2470

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Gigginox Cap	O––	Uncanny Hide x2, Gigginox Hide x3, Poison Sac x2, G.Baggi Hide x3
	Gigginox Vest	O––	Gigginox Claw x2, Gigginox Hide x3, Venom Gland x3, Isisium x4
	Gigginox Guards	–––	Gigginox Hide x4, Gigginox Claw x1, Venom Gland x3, Monster Bone L x3
	Gigginox Coat	O––	Gigginox Hide x4, Uncanny Hide x1, Velvety Hide x4, G.Baggi Hide x2
	Gigginox Leggings	–––	Fearsome Maw x1, Velvety Hide x4, Pale Extract x2, Lightcrystal x1

Gigginox S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	49	–5	0	2	2	–1	A	Vil.★7	Tav.★4	8800	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Status	3	2	5	3	2	15	Status Atk +2
Sharpener	2	1	2	2	3	10	Speed Sharpening
Hearing	1	2	2	2	3	10	Earplugs
Protection	–2	–2	–2	–2	–2	–10	Demonic Blessing

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	52	608
Adv	2	60	804
Hrd	2	70	1380
Hvy	2	86	2760
Tru	9	104	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Gigginox Helm S	O––	Uncanny Hide+ x3, Toxin Sac x2, Gigginox Hide x5, G.Baggi Hide x5
	Gigginox Mail S	O––	Gigginox Claw+ x2, Gigginox Hide+ x4, Venom Gland x3, Lightcrystal x2
	Gigginox Vambraces S	–––	Gigginox Hide+ x5, Gigginox Claw+ x2, Gigginox Claw x2, Gracium x4
	Gigginox Faulds S	O––	Gigginox Hide+ x5, Grim Venom Gland x3, Uncanny Hide x2, Isisium x6
	Gigginox Greaves S	OO–	Grim Venom Gland x3, Uncanny Hide+ x2, Fearsome Maw x2, G.Baggi Hide+ x4

Gigginox S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	25	–4	1	3	3	0	B	Vil.★7	Tav.★4	8800	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Status	3	2	5	3	2	15	Status Atk +2
Reload Speed	2	2	3	3	2	12	Reload Speed+1
Hearing	2	1	2	2	3	10	Earplugs
Protection	–2	–2	–2	–2	–2	–10	Demonic Blessing

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	27	608
Adv	2	33	804
Hrd	2	39	1380
Hvy	3	51	2760
Tru	8	59	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Gigginox Cap S	O––	Uncanny Hide+ x3, Toxin Sac x2, Gigginox Hide x5, G.Baggi Hide x5
	Gigginox Vest S	O––	Gigginox Claw+ x2, Gigginox Hide+ x4, Venom Gland x3, Lightcrystal x2
	Gigginox Guards S	–––	Gigginox Hide+ x5, Gigginox Claw+ x2, Gigginox Claw x2, Gracium x4
	Gigginox Coat S	O––	Gigginox Hide+ x5, Grim Venom Gland x3, Uncanny Hide x2, Isisium x6
	Gigginox Leggings S	OO–	Grim Venom Gland x3, Uncanny Hide+ x2, Fearsome Maw x2, G.Baggi Hide+ x4

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From the Library of Hao Feng

Gigginox V

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	49	0	–5	1	3	–1	A	Vil.★7	Tav.★4	8800	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
ThunderAtk	2	1	3	2	2	10	Thunder Atk+1
Stam Drain	2	1	2	2	3	10	Stamina Thief
FastCharge	3	1	1	3	2	10	Focus
Ice Atk	–2	–2	–2	–2	–2	–10	Ice Atk Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	52	608
Adv	2	60	804
Hrd	2	70	1380
Hvy	2	86	2760
Tru	9	104	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Gigginox Helm U	O––	B.Giggi Hide+ x4, Uncanny Hide+ x2, Pale Extract x5, G.Baggi Hide+ x4
	Gigginox Mail U	OO–	B.Giggi Claw+ x2, B.Giggi Hide+ x4, Wyvern Stone x1, G.Baggi Hide x5
	Gigginox Vambraces U	O––	B.Giggi Claw+ x1, Fearsome Maw x2, Monster Keenbone x2, Gracium x4
	Gigginox Faulds U	O––	B.Giggi Hide+ x4, B.Giggi Claw+ x1, Thunder Sac x4, Isisium x6
	Gigginox Greaves U	O––	B.Giggi Hide+ x4, Uncanny Hide+ x2, Monster Keenbone x2, Lightcrystal x2

Gigginox V

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	25	1	–4	2	4	0	B	Vil.★7	Tav.★4	8800	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
ThunderAtk	3	1	3	1	2	10	Thunder Atk+1
Stam Drain	2	1	2	2	3	10	Stamina Thief
FastCharge	4	1	1	3	1	10	Focus
Ice Atk	–1	–3	–2	–2	–2	–10	Ice Atk Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	27	608
Adv	2	33	804
Hrd	2	39	1380
Hvy	3	51	2760
Tru	8	59	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Gigginox Cap U	O––	B.Giggi Hide+ x4, Uncanny Hide+ x2, Pale Extract x5, G.Baggi Hide+ x4
	Gigginox Vest U	OO–	B.Giggi Claw+ x2, B.Giggi Hide+ x4, Wyvern Stone x1, G.Baggi Hide x5
	Gigginox Guards U	O––	B.Giggi Claw+ x1, Fearsome Maw x2, Monster Keenbone x2, Gracium x4
	Gigginox Coat U	O––	B.Giggi Hide+ x4, B.Giggi Claw+ x1, Thunder Sac x4, Isisium x6
	Gigginox Leggings U	O––	B.Giggi Hide+ x4, Uncanny Hide+ x2, Monster Keenbone x2, Lightcrystal x2

Gigginox X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	83	–6	0	2	2	–1	A	–	Tav.★6	13800	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Status	2	2	4	3	4	15	Status Atk +2
FreeElemnt	3	2	2	2	1	10	Awaken
Sharpness	2	2	3	3		10	Razor Sharp
Elemental	–2	–2	–2	–2	–2	–10	Element Atk Down
Evasion		1		1	1	3	
Unscathed	1		1			2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	88	1880
Hvy	2	104	3760
Tru	6	116	4760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Gigginox Helm X	OO–	Revolting Piel x3, Nightmarish Maw x1, Gigginox Piel x5, Toxin Sac x5
	Gigginox Mail X	O––	Gigginox Talon x2, Gigginox Piel x4, Foul Venom Gland x3, Purecrystal x1
	Gigginox Vambraces X	O––	Gigginox Piel x4, Gigginox Talon x2, Gigginox Claw+ x2, Fey Wyvern Gem x1
	Gigginox Faulds X	O––	Gigginox Piel x4, Foul Venom Gland x3, Revolting Piel x2, Monster Essence x6
	Gigginox Greaves X	OOO	Foul Venom Gland x3, Gigginox Piel x2, Nightmarish Maw x2, Great Baggi Piel x4

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Gigginox X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	48	–5	1	3	3	0	B	–	Tav.★6	13800	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Status	3	2	3	3	4	15	Status Atk +2
FreeElemnt	2	2	1	4	1	10	Awaken
Loading	2	2	4	2		10	Load Up
Elemental	–2	–2	–2	–2	–2	–10	Element Atk Down
Evasion		1		1	1	3	
Unscathed	1		1			2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	51	1880
Hvy	2	59	3760
Tru	6	65	4760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Gigginox Cap X	OO–	Revolting Piel x3, Nightmarish Maw x1, Gigginox Piel x5, Toxin Sac x5
	Gigginox Vest X	O––	Gigginox Talon x2, Gigginox Piel x4, Foul Venom Gland x3, Purecrystal x1
	Gigginox Guards X	O––	Gigginox Piel x4, Gigginox Talon x2, Gigginox Claw+ x2, Fey Wyvern Gem x1
	Gigginox Coat X	O––	Gigginox Piel x4, Foul Venom Gland x3, Revolting Piel x2, Monster Essence x6
	Gigginox Leggings X	OOO	Foul Venom Gland x3, Gigginox Piel x2, Nightmarish Maw x2, Great Baggi Piel x4

Gigginox Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	83	0	–6	2	4	–1	A	–	Tav.★6	13800	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
ThunderAtk	2	3	4	2	4	15	Thunder Atk+2
Stam Drain	1	1	3	2	3	10	Stamina Thief
FastCharge	2	1	2	3	2	10	Focus
Ice Atk	–2	–2	–2	–2	–2	–10	Ice Atk Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	88	1880
Hvy	2	104	3760
Tru	6	116	4760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Gigginox Helm Z	OO–	B.Giggi Piel x4, Revolting Piel x2, Pale Extract x7, Great Baggi Piel x4
	Gigginox Mail Z	OO–	B.Giggi Talon x2, B.Giggi Piel x4, Lrg Wyvern Stone x1, Avian Stoutbone x5
	Gigginox Vambraces Z	O––	B.Giggi Talon x1, Nightmarish Maw x2, Monster Slogbone x2, Lightning Sac x2
	Gigginox Faulds Z	OO–	B.Giggi Piel x4, B.Giggi Talon x1, Lightning Sac x4, Gracium x6
	Gigginox Greaves Z	O––	B.Giggi Piel x4, Revolting Piel x2, Monster Slogbone x2, Purecrystal x1

Gigginox Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	48	1	–5	3	5	0	B	–	Tav.★6	13800	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
ThunderAtk	2	3	4	2	4	15	Thunder Atk+2
Stam Drain	2	1	3	2	2	10	Stamina Thief
FastCharge	3	1	2	2	2	10	Focus
Ice Atk	–2	–2	–2	–2	–2	–10	Ice Atk Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	51	1880
Hvy	2	59	3760
Tru	6	65	4760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Gigginox Cap Z	OO–	B.Giggi Piel x4, Revolting Piel x2, Pale Extract x7, Great Baggi Piel x4
	Gigginox Vest Z	OO–	B.Giggi Talon x2, B.Giggi Piel x4, Lrg Wyvern Stone x1, Avian Stoutbone x5
	Gigginox Guards Z	O––	B.Giggi Talon x1, Nightmarish Maw x2, Monster Slogbone x2, Lightning Sac x2
	Gigginox Coat Z	OO–	B.Giggi Piel x4, B.Giggi Talon x1, Lightning Sac x4, Gracium x6
	Gigginox Leggings Z	O––	B.Giggi Piel x4, Revolting Piel x2, Monster Slogbone x2, Purecrystal x1

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From the Library of Hao Feng

Baggi

Blademaster

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
15	–2	0	1	0	0	A	Vil.★4	Tav.★2	1650	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
TeamLeader	2	2	2	2	2	10	Shakalaka Cheer
Rec. Speed	2	2	1	2	3	10	Rec. Speed+1
Sleep	2	2	1	2	3	10	Negate Sleep
Ice Atk	1		2	1	1	5	
Fire Atk	–2	–2	–2	–1	–1	–8	

AS	NO.	DEF	COST
AS	2	19	116
AS+	2	25	179
Adv	3	37	232
Hrd	2	47	665
Hvy	4	79	1330
Tru	11	101	2330

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Baggi Helm	–––	G.Baggi Hide x3, G.Baggi Claw x2, Baggi Scale x3, Isisium x2
	Baggi Mail	O––	King's Crest x1, G.Baggi Claw x1, Baggi Hide x2, Pelagicite Ore x2
	Baggi Vambraces	O––	G.Baggi Claw x2, G.Baggi Hide x3, Baggi Hide x2, Isisium x2
	Baggi Coil	O––	G.Baggi Hide x2, King's Crest x1, Sleep x3, Pelagicite Ore x2
	Baggi Greaves	–––	Baggi Hide x4, Baggi Scale x3, Monster Bone S x6, Lightcrystal x1

Baggi

Gunner

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
8	–1	1	2	1	1	B	Vil.★4	Tav.★2	1650	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
TeamLeader	2	2	2	1	3	10	Shakalaka Cheer
Rec. Speed	3	2	1	1	3	10	Rec. Speed+1
Sleep	2	2	1	3	2	10	Negate Sleep
Ice Atk	1		2	1	1	5	
Fire Atk	–2	–1	–2	–1	–2	–8	

AS	NO.	DEF	COST
AS	2	12	116
AS+	2	16	179
Adv	3	25	232
Hrd	2	31	665
Hvy	4	47	1330
Tru	10	57	2330

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Baggi Cap	–––	G.Baggi Hide x3, G.Baggi Claw x2, Baggi Scale x3, Isisium x2
	Baggi Vest	O––	King's Crest x1, G.Baggi Claw x1, Baggi Hide x2, Pelagicite Ore x2
	Baggi Guards	O––	G.Baggi Claw x2, G.Baggi Hide x3, Baggi Hide x2, Isisium x2
	Baggi Coat	O––	G.Baggi Hide x2, King's Crest x1, Sleep x3, Pelagicite Ore x2
	Baggi Leggings	–––	Baggi Hide x4, Baggi Scale x3, Monster Bone S x6, Lightcrystal x1

Baggi S

Blademaster

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
40	–4	0	2	0	1	A	Vil.★7	Tav.★4	8450	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
TeamLeader	1	2	3	1	3	10	Shakalaka Cheer
Ice Atk		4	3	1	2	10	Ice Atk+1
Rec. Speed	2	2	1	2	3	10	Rec. Speed+1
Sleep	1	1	2	3	3	10	Negate Sleep
Fire Atk	–2	–2	–2	–2	–2	–10	Fire Atk Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	43	587
Adv	2	51	776
Hrd	2	61	1345
Hvy	3	85	2690
Tru	9	103	3690

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Baggi Helm S	OOO	G.Baggi Hide+ x4, G.Baggi Claw x2, G.Baggi Hide x2, Gracium x3
	Baggi Mail S	–––	G.Baggi Claw+ x4, King's Crest x1, Bird Wyvern Gem x3, Isisium x4
	Baggi Vambraces S	O––	G.Baggi Claw+ x3, G.Baggi Hide+ x3, Coma Sac x4, Isisium x4
	Baggi Coil S	OO–	G.Baggi Hide+ x3, King's Crest x1, Baggi Scale+ x6, Lightcrystal x2
	Baggi Greaves S	–––	Baggi Scale+ x2, Baggi Hide x6, Avian Finebone x7, Gracium x3

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Baggi S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	20	–3	1	3	1	2	B	Vil.★7	Tav.★4	8450	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
TeamLeader	1	2	3	1	3	10	Shakalaka Cheer
Ice Atk		4	3	1	2	10	Ice Atk+1
Rec. Speed	3	2	1	2	2	10	Rec. Speed+1
Sleep	1	1	2	3	3	10	Negate Sleep
Fire Atk	–2	–2	–2	–2	–2	–10	Fire Atk Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	22	587
Adv	2	28	776
Hrd	2	34	1345
Hvy	4	50	2690
Tru	8	58	3690

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Baggi Cap S	OOO	G.Baggi Hide+ x4, G.Baggi Claw x2, G.Baggi Hide x2, Gracium x3
	Baggi Vest S	–––	G.Baggi Claw+ x4, King's Crest x1, Bird Wyvern Gem x3, Isisium x4
	Baggi Guards S	O––	G.Baggi Claw+ x3, G.Baggi Hide+ x3, Coma Sac x4, Isisium x4
	Baggi Coat S	OO–	G.Baggi Hide+ x3, King's Crest x1, Baggi Scale+ x6, Lightcrystal x2
	Baggi Leggings S	–––	Baggi Scale+ x2, Baggi Hide x6, Avian Finebone x7, Gracium x3

Baggi X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	72	–5	0	3	0	2	A	–	Tav.★6	12300	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
TeamLeader	2	2	2	1	3	10	Shakalaka Cheer
Ice Atk	2	2	3	2	1	10	Ice Atk+1
Cold Res	2	2	2	2	2	10	Cold Cancel
Rec. Speed	1	2	2	2	3	10	Rec. Speed+1
Evasion	2	1		2		5	
Handicraft			1		2	3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	2	82	1730
Hvy	2	98	3460
Tru	8	114	4460

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Baggi Helm X	O––	Imperial Crest x2, G.Baggi Claw+ x2, G.Baggi Hide+ x2, Gracium x3
	Baggi Mail X	O––	Great Baggi Piel x4, G.Baggi Hide+ x4, Avian Stoutbone x3, Emperor Hopper x2
	Baggi Vambraces X	OO–	Fey Wyvern Gem x1, G.Baggi Claw+ x5, Coma Sac x1, Gracium x3
	Baggi Coil X	OO–	Great Baggi Piel x3, Imperial Crest x2, Baggi Scale+ x4, Gracium x5
	Baggi Greaves X	O––	Great Baggi Piel x2, G.Baggi Hide+ x4, Avian Stoutbone x4, Emperor Hopper x5

Baggi X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	42	–4	1	4	1	3	B	–	Tav.★6	12300	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
TeamLeader	1	3	2	2	2	10	Shakalaka Cheer
Ice Atk	3	2	2	1	2	10	Ice Atk+1
Cold Res	1	2	2	2	3	10	Cold Cancel
Rec. Speed	2	1	2	2	3	10	Rec. Speed+1
Evasion	2	1		2		5	
Rapid Fire			1		2	3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	2	48	1730
Hvy	2	56	3460
Tru	8	64	4460

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Baggi Cap X	O––	Imperial Crest x2, G.Baggi Claw+ x2, G.Baggi Hide+ x2, Gracium x3
	Baggi Vest X	O––	Great Baggi Piel x4, G.Baggi Hide+ x4, Avian Stoutbone x3, Emperor Hopper x2
	Baggi Guards X	OO–	Fey Wyvern Gem x1, G.Baggi Claw+ x5, Coma Sac x1, Gracium x3
	Baggi Coat X	OO–	Great Baggi Piel x3, Imperial Crest x2, Baggi Scale+ x4, Gracium x5
	Baggi Leggings X	O––	Great Baggi Piel x2, G.Baggi Hide+ x4, Avian Stoutbone x4, Emperor Hopper x5

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Silhouette

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	56	2	1	–6	3	0	B	–	HR40	31500	10



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Carving	4	3	4	1	3	15	Carving Master
Status Res	3	4	1		2	10	Wellness
Spirit	1		1	4	4	10	Challenger +1
Loading	3	2	1	1	3	10	Load Up
Fate	–3	–2	–3	–2	–2	–12	Bad Luck

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	–	–	–
Tru	9	65	8300

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Silhouette Casque	–––	Hvy L.Narga Fang x3, L.Narga Dapples x3, Cloudy Moonshard x1, Ghostly Quartz x2
	Silhouette Hauberk	–––	L.Narga Shard x4, L.Narga Razor x4, L.Narga Dapples x3, Nargacuga Mantle x2
	Silhouette Wristrays	OO–	L.Narga Dapples x6, L.Narg Tailspear x4, L.Narga Razor x4, Purecrystal x4
	Silhouette Sash	OOO	L.Narga Shard x3, Hvy L.Narga Fang x3, Nargacuga Lash x2, Durambolite x1
	Silhouette Gaiters	–––	L.Narga Shard x2, L.Narg Tailspear x4, Cloudy Moonshard x1, Flutterfly x5

Nibelsnarf

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	21	2	0	–4	–2	1	A	Vil.★5	Tav.★2	2350	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Eating	2	2	2	1	3	10	Speed Eating+1
Sheathing	1	1	3	2	3	10	Quick Sheath
Mud/Snow	3	2	1	2	2	10	Negate Mud/Snow
Hunger	–2	–2	–2	–2	–2	–10	Raise Hunger

AS	NO.	DEF	COST
AS	2	25	144
AS+	2	31	221
Adv	3	43	288
Hrd	2	53	735
Hvy	4	85	1470
Tru	7	99	2470

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Nibelsnarf Helm	O––	Nibelsnarf Scalp x1, Nibelsnarf Shell x2, Monster Bone M x5, G.Jaggi Hide x2
	Nibelsnarf Mail	O––	Nibelsnarf Hide x4, Nibelsnarf Claw x1, Nibelsnarf Shell x3, Vivid Fluid x4
	Nibelsnarf Braces	O––	Nibelsnarf Claw x2, Nibelsnarf Shell x2, Vivid Fluid x4, Altaroth Jaw x3
	Nibelsnarf Faulds	OO–	Nibelsnarf Hide x3, Nibelsnarf Scalp x1, Monster Bone L x3, Altaroth Stomach x4
	Nibelsnarf Grieves	–––	Nibelsnarf Shell x3, Nibelsnarf Claw x1, Nibelsnarf Hide x3, Altaroth Jaw x3

Nibelsnarf

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	11	3	1	–3	–1	2	B	Vil.★5	Tav.★2	2350	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Eating	3	1	2	1	3	10	Speed Eating+1
Sheathing	2	1	3	1	3	10	Quick Sheath
Mud/Snow	3	3	1	2	1	10	Negate Mud/Snow
Hunger	–2	–2	–2	–2	–2	–10	Raise Hunger

AS	NO.	DEF	COST
AS	2	15	144
AS+	2	19	221
Adv	3	28	288
Hrd	2	34	735
Hvy	4	50	1470
Tru	7	57	2470

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Nibelsnarf Cap	O––	Nibelsnarf Scalp x1, Nibelsnarf Shell x2, Monster Bone M x5, G.Jaggi Hide x2
	Nibelsnarf Vest	O––	Nibelsnarf Hide x4, Nibelsnarf Claw x1, Nibelsnarf Shell x3, Vivid Fluid x4
	Nibelsnarf Guards	O––	Nibelsnarf Claw x2, Nibelsnarf Shell x2, Vivid Fluid x4, Altaroth Jaw x3
	Nibelsnarf Coat	OO–	Nibelsnarf Hide x3, Nibelsnarf Scalp x1, Monster Bone L x3, Altaroth Stomach x4
	Nibelsnarf Leggings	–––	Nibelsnarf Shell x3, Nibelsnarf Claw x1, Nibelsnarf Hide x3, Altaroth Jaw x3

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Nibelsnarf S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	51	3	0	–5	–2	1	A	Vil.★8	Tav.★4	8800	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Eating	3	3	3	4	2	15	Speed Eating+2
Sheathing	2	1	3	3	1	10	Quick Sheath
Mud/Snow	2	2	1	2	3	10	Negate Mud/Snow
ThunderAtk	–2	–2	–2	–2	–2	–10	Thunder Atk Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	54	608
Adv	2	62	804
Hrd	2	72	1380
Hvy	2	88	2760
Tru	9	106	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Nibelsnarf Helm S	O––	Nibel Carapace x4, Nibelsnarf Scalp x4, Nibelsnarf Hide+ x2, Wroggi Scale+ x6
	Nibelsnarf Mail S	O––	Nibelsnarf Hide+ x4, Nibel Carapace x4, Brilliant Fluid x4, Wroggi Hide x5
	Nibelsnarf Braces S	O––	Nibelsnarf Claw+ x3, Nibel Carapace x3, Brilliant Fluid x4, G.Wroggi Hide x5
	Nibelsnarf Faulds S	O––	Nibelsnarf Claw+ x2, Nibelsnarf Hide+ x3, Vivid Fluid x4, G.Wroggi Brace+ x3
	Nibelsnarf Greaves S	OO–	Nibel Carapace x4, Wyvern Stone x1, Monster Keenbone x3, G.Wroggi Hide+ x4

Nibelsnarf S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	26	4	1	–4	–1	2	B	Vil.★8	Tav.★4	8800	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Eating	4	3	3	3	2	15	Speed Eating+2
Sheathing	3	1	3	2	1	10	Quick Sheath
Mud/Snow	3	2	1	2	2	10	Negate Mud/Snow
ThunderAtk	–2	–2	–2	–2	–2	–10	Thunder Atk Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	28	608
Adv	2	34	804
Hrd	2	40	1380
Hvy	3	52	2760
Tru	8	60	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Nibelsnarf Cap S	O––	Nibel Carapace x4, Nibelsnarf Scalp x4, Nibelsnarf Hide+ x2, Wroggi Scale+ x6
	Nibelsnarf Vest S	O––	Nibelsnarf Hide+ x4, Nibel Carapace x4, Brilliant Fluid x4, Wroggi Hide x5
	Nibelsnarf Guards S	O––	Nibelsnarf Claw+ x3, Nibel Carapace x3, Brilliant Fluid x4, G.Wroggi Hide x5
	Nibelsnarf Coat S	O––	Nibelsnarf Claw+ x2, Nibelsnarf Hide+ x3, Vivid Fluid x4, G.Wroggi Brace+ x3
	Nibelsnarf Leggings S	OO–	Nibel Carapace x4, Wyvern Stone x1, Monster Keenbone x3, G.Wroggi Hide+ x4

Nibelsnarf X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	83	3	0	–6	–2	1	A	–	Tav.★6	13800	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Eating	5	3	2		5	15	Speed Eating+2
PunishDraw	3	1	2	1	3	10	Punishing Draw
Sheathing	2	1	3	3	1	10	Quick Sheath
ThunderAtk	–2	–2	–2	–2	–2	–10	Thunder Atk Down
Expert	2	2				4	
FreeElemnt			1	2		3	
Handicraft					3	3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	88	1880
Hvy	2	104	3760
Tru	6	116	4760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Nibelsnarf Helm X	–––	Nibel Cortex x4, Nibelsnarf Talon x2, Nibelsnarf Piel x2, Giant Fin x2
	Nibelsnarf Mail X	O––	Nibelsnarf Piel x4, Nibel Cortex x4, Dazzling Fluid x4, Avian Stoutbone x2
	Nibelsnarf Braces X	OO–	Nibelsnarf Talon x3, Nibel Cortex x3, Dazzling Fluid x4, G.Wroggi Hide+ x3
	Nibelsnarf Faulds X	OOO	Nibelsnarf Talon x2, Nibelsnarf Piel x3, Brilliant Fluid x4, Imperial Beak x2
	Nibelsnarf Greaves X	–––	Nibel Cortex x4, Lrg Wyvern Stone x1, Monster Slogbone x3, G.Wroggi Piel x4

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Nibelsnarf X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	48	4	1	–5	–1	2	B	–	Tav.★6	13800	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Reload Speed	5	1	2	2	5	15	Reload Speed+2
Pierce Up	2	3	3		2	10	Pierce/Pierce Up
Sheathing	3	1	1	3	2	10	Quick Sheath
ThunderAtk	–2	–2	–2	–2	–2	–10	Thunder Atk Down
Loading	2	2				4	
FreeElemnt					3	3	
Rapid Fire			2	1		3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	51	1880
Hvy	2	59	3760
Tru	6	65	4760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Nibelsnarf Cap X	–––	Nibel Cortex x4, Nibelsnarf Talon x2, Nibelsnarf Piel x2, Giant Fin x2
	Nibelsnarf Vest X	O––	Nibelsnarf Piel x4, Nibel Cortex x4, Dazzling Fluid x4, Avian Stoutbone x2
	Nibelsnarf Guards X	OO–	Nibelsnarf Talon x3, Nibel Cortex x3, Dazzling Fluid x4, G.Wroggi Hide+ x3
	Nibelsnarf Coat X	OOO	Nibelsnarf Talon x2, Nibelsnarf Piel x3, Brilliant Fluid x4, Imperial Beak x2
	Nibelsnarf Leggngs X	–––	Nibel Cortex x4, Lrg Wyvern Stone x1, Monster Slogbone x3, G.Wroggi Piel x4

Vangis

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	62	0	0	1	–4	–4	A	Vil.★9	Tav.★5	10250	7



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Eating	4	4	2		1	15	Speed Eating+2
Attack	3	4	3		1	15	Attack Up (M)
Sharpness	2	1	3		3	10	Razor Sharp
Hunger	–2	–2	–2		–2	–10	Raise Hunger
Torso Up				E			

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	65	695
Adv	2	73	920
Hrd	2	83	1525
Hvy	2	99	3050
Tru	7	113	4050

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Vangis Helm	–––	Deviljho Scalp x2, Deviljho Hide x4, Deviljho Saliva x3, Barioth Spike x1
	Vangis Mail	–––	Deviljho Fang x5, Deviljho Talon x4, Deviljho Hide x5, Zinogre Jasper x1
	Vangis Vambraces	–––	Deviljho Scale x6, Deviljho Fang x5, Deviljho Saliva x3, Narga Medulla x1
	Vangis Coil	–––	Deviljho Hide x4, Deviljho Gem x1, Deviljho Scale x6, Duram Tailbone x1
	Vangis Greaves	OOO	Deviljho Talon x4, Deviljho Scale x6, Deviljho Saliva x3, Uragaan Marrow x1

Vangis

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	31	1	1	2	–3	–3	B	Vil.★9	Tav.★5	10250	7



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Eating	3	4	3		1	15	Speed Eating+2
Attack	4	3	4		1	15	Attack Up (M)
Recoil	1	2	3		2	10	Recoil Down+1
Hunger	–2	–2	–2		–2	–10	Raise Hunger
Torso Up				E			

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	33	695
Adv	2	39	920
Hrd	2	45	1525
Hvy	3	57	3050
Tru	6	63	4050

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Vangis Cap	–––	Deviljho Scalp x2, Deviljho Hide x4, Deviljho Saliva x3, Barioth Spike x1
	Vangis Vest	–––	Deviljho Fang x5, Deviljho Talon x4, Deviljho Hide x5, Zinogre Jasper x1
	Vangis Guards	–––	Deviljho Scale x6, Deviljho Fang x5, Deviljho Saliva x3, Narga Medulla x1
	Vangis Coat	–––	Deviljho Hide x4, Deviljho Gem x1, Deviljho Scale x6, Duram Tailbone x1
	Vangis Leggings	OOO	Deviljho Talon x4, Deviljho Scale x6, Deviljho Saliva x3, Uragaan Marrow x1

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Vangis X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	96/120*1	*2	*2	*2	*2	*2	A	–	Tav.★8	24000	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Eating	5	4	2	1	3	15	Speed Eating+2
Fury	1	1	2	4	2	10	Wrath Awoken
Handicraft	2	1	3	1	3	10	Sharpness+1
Sharpness	–1	–2	–3	–2	–2	–10	Blunt Edge

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	1/–*1	104/–*1	5800
Tru	6/8*1	116/136*1	6800

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Vangis Helm X	OO–	Deviljho Shard x2, Deviljho Coat x4, Deviljho Scalp x2, Hvy Amber Tusks x2
	Vangis Mail X	O––	Vile Fang x2, Deviljho Ripper x4, Deviljho Coat x5, Zin Skymerald x1
	Vangis Vambraces X	OO–	Deviljho Shard x6, Vile Fang x2, Deviljho Crook x1, Nargacuga Lash x2
	Vangis Coil X	OOO	Deviljho Coat x4, Black Blood x4, Deviljho Flail x2, Duram Sacrum x2
	Vangis Greaves X	OO–	Deviljho Ripper x4, Deviljho Shard x6, Deviljho Coat x2, Uragaan Ruby x1

Vangis X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	54/66*1	*2	*2	*2	*2	*2	B	–	Tav.★8	24000	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Eating	5	4	3	1	2	15	Speed Eating+2
Fury	2	1	1	4	2	10	Wrath Awoken
Loading	2	1	3	1	3	10	Load Up
Recoil	–1	–2	–3	–2	–2	–10	Recoil Down–1

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	1/–*1	58/–*1	5800
Tru	6/8*1	64/74*1	6800

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Vangis Cap X	OO–	Deviljho Shard x2, Deviljho Coat x4, Deviljho Scalp x2, Hvy Amber Tusks x2
	Vangis Vest X	O––	Vile Fang x2, Deviljho Ripper x4, Deviljho Coat x5, Zin Skymerald x1
	Vangis Guards X	OO–	Deviljho Shard x6, Vile Fang x2, Deviljho Crook x1, Nargacuga Lash x2
	Vangis Coat X	OOO	Deviljho Coat x4, Black Blood x4, Deviljho Flail x2, Duram Sacrum x2
	Vangis Leggings X	OO–	Deviljho Ripper x4, Deviljho Shard x6, Deviljho Coat x2, Uragaan Ruby x1

Hunter

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	6	0	1	0	–3	0	A	Vil.★1	Tav.★1	450	1



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Ranger	2	1	3	1	3	10	Outdoorsman
Psychic	2	1	1	3	3	10	Detect
Poison	–2	–2	–1	–1	–1	–7	

AS	NO.	DEF	COST
AS	2	10	68
AS+	2	16	107
Adv	3	28	136
Hrd	2	38	545
Hvy	4	70	1090
Tru	15	100	2090

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Hunter's Helm	O––	Machalite Ore x1, Iron Ore x1, Carpenterbug x2
	Hunter's Mail	O––	Iron Ore x2, Jaggi Scale x1, Monster Bone S x2
	Hunter's Vambraces	O––	Earth Crystal x1, Jaggi Scale x2, Ivy x1
	Hunter's Faulds	O––	Machalite Ore x2, Iron Ore x1, Carpenterbug x1
	Hunter's Greaves	–––	Iron Ore x1, Earth Crystal x1, Monster Bone S x2

*1 Data on the left side covers most of the parts, data on the right side only pertains to the Greaves/Leggings
*2 Elemental Resistance for every part is different for the Vangis X armor

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Hunter

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	3	1	2	1	–2	1	B	Vil.★1	Tav.★1	450	1



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Psychic	4	1	1	3	3	12	Detect
Ranger	3	1	2	1	3	10	Outdoorsman
Poison	–2	–2	–1	–1	–1	–7	

AS	NO.	DEF	COST
AS	2	7	68
AS+	2	11	107
Adv	3	20	136
Hrd	2	26	545
Hvy	4	42	1090
Tru	13	55	2090

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Hunter's Cap	O––	Machalite Ore x1, Iron Ore x1, Carpenterbug x2
	Hunter's Vest	O––	Iron Ore x2, Jaggi Scale x1, Monster Bone S x2
	Hunter's Guards	O––	Earth Crystal x1, Jaggi Scale x2, Ivy x1
	Hunter's Coat	O––	Machalite Ore x2, Iron Ore x1, Carpenterbug x1
	Hunter's Leggings	–––	Iron Ore x1, Earth Crystal x1, Monster Bone S x2

Hunter S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	24	0	2	0	–4	0	A	Vil.★6	Tav.★3	5350	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
SpeedSetup	1	1	3	3	2	10	Trap Master
Ranger	2	2	1	1	4	10	Outdoorsman
Psychic	2	2	3	2	1	10	Detect
Poison	–2	–2	–2	–2	–2	–10	Double Poison

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	27	401
Adv	2	35	528
Hrd	2	45	1035
Hvy	5	85	2070
Tru	8	101	3070

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Hunter's Helm S	O––	Bathycite Ore x2, King Scarab x2, Machalite Ore x5, Iron Ore x5
	Hunter's Mail S	O––	Carbalite Ore x1, Jaggi Scale+ x3, Isisium x3, Iron Ore x5
	Hunter's Vambraces S	O––	Bathycite Ore x2, Jaggi Scale+ x2, Earth Crystal x2, Monster Bone L x2
	Hunter's Faulds S	OO–	High-qualty Pelt x3, Bullfango Head x1, Bullfango Pelt x5, Dragonite Ore x5
	Hunter's Greaves S	O––	Carbalite Ore x1, Bullfango Pelt x2, Isisium x3, Earth Crystal x2

Hunter S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	12	1	3	1	–3	1	B	Vil.★6	Tav.★3	5350	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
SpeedSetup	1	1	3	3	2	10	Trap Master
Ranger	2	2	2	1	3	10	Outdoorsman
Psychic	2	2	3	2	1	10	Detect
Poison	–2	–2	–2	–2	–2	–10	Double Poison

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	14	401
Adv	2	20	528
Hrd	2	26	1035
Hvy	6	50	2070
Tru	7	57	3070

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Hunter's Cap S	OO–	Bathycite Ore x2, King Scarab x2, Machalite Ore x5, Iron Ore x5
	Hunter's Vest S	O––	Carbalite Ore x1, Jaggi Scale+ x3, Isisium x3, Iron Ore x5
	Hunter's Guards S	O––	Bathycite Ore x2, Jaggi Scale+ x2, Earth Crystal x2, Monster Bone L x2
	Hunter's Coat S	O––	High-qualty Pelt x3, Bullfango Head x1, Bullfango Pelt x5, Dragonite Ore x5
	Hunter's Leggings S	O––	Carbalite Ore x1, Bullfango Pelt x2, Isisium x3, Earth Crystal x2

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Hyuga

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Blademaster	60	3	1	–4	0	–4	A	Vil.★7	–	15500	7



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Expert	2	4	2	2	5	15	Critical Eye+2
Defense	4	2	2	4	3	15	Defense Up (M)
FastCharge	2	1	2	2	3	10	Focus
Potential	–2	–2	–2	–2	–2	–10	Worrywart

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	63	1010
Adv	2	71	1340
Hrd	2	81	2050
Hvy	1	89	4100
Tru	9	107	5100

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Hyuga Hachigane	OO–	Sturdy Fang+ x4, Mohran Scale+ x5, Mohran Carapace x3, Rathian Plate x1
	Hyuga Muneate	O––	Mohran Carapace x6, Sturdy Fang+ x4, ElderDragonBlood x1, Quality Fin x6
	Hyuga Kote	OO–	Mohran Scale+ x6, Mohran Brace+ x1, Earth Dragongem x1, Bathycite Ore x3
	Hyuga Koshiate	O––	Mohran Brace+ x4, Mohran Carapace x6, Mohran Scale+ x2, Rathalos Plate x1
	Hyuga Hakama	–––	Mohran Scale+ x5, Mohran Carapace x6, Earth Dragongem x1, Big Fin x10

Hyuga Prime

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Blademaster	104	–7	3	3	–2	–2	A	–	Tav.★8	35500	10



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Health	4	1	4	3	3	15	Health +50
Handicraft	3	1	2	2	2	10	Sharpness+1
Sharpness	3	1	3	1	2	10	Razor Sharp
Stamina	–2	–2	–2	–2	–2	–10	Short Sprinter

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	–	–	–
Tru	8	120	9100

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	H.Hachigane Prime	–––	H.Jhen Rockskin x4, G.Ceadeus Fur x4, Ghostly Quartz x2, Deviljho Ripper x1*
	Hyuga Muneate Prime	OOO	Deific Fang x2, G.Ceadeus Shard x6, Earth Drgnsphire x1, Giant Fin x4*
	Hyuga Kote Prime	–––	H.Jhen Allbrace x4, Deific Fang x3, S.Zin Cortex x5, Meldspar Ore x5*
	H. Koshiate Prime	OOO	H.Jhen Rockskin x4, G.Ceadeus Coat x5, ElderDragonBlood x4, Vile Fang x1*
	Hyuga Hakama Prime	OO–	H.Jhen Shard x5, Ghostly Quartz x2, S.Zinogre Talon x4, Purecrystal x2*

Grand Hyuga

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Blademaster	104	4	1	–5	0	–5	A	–	DLC	35500	10



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Unshakable	1	2	2	2	3	10	Rock Steady
Fencing	1	1	2	4	2	10	Mind's Eye
FastCharge	2	1	2	4	1	10	Focus
Potential	–2	–2	–2	–2	–2	–10	Worrywart
Unscathed		2				2	
Crit Draw			2			2	
Handicraft				2		2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	–	–	–
Tru	8	120	9100

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Grand H. Hachigane	OOO	Mohran Shard x5, Deific Fang x4, Mohran Carapace x5, Conqueror's Seal x1*
	Grand Hyuga Muneate	O––	Mohran Rockskin x6, Deific Fang x4, ElderDragonBlood x1, Conqueror's Seal x1*
	Grand Hyuga Kote	OO–	Mohran Shard x6, Mohran Allbrace x1, Sturdy Fang+ x2, Conqueror's Seal x1*
	Grand H. Koshiate	–––	Mohran Allbrace x4, Mohran Rockskin x6, Mohran Scale+ x5, Conqueror's Seal x1*
	Grand Hyuga Hakama	OOO	Mohran Shard x5, Mohran Rockskin x6, Earth Drgnsphire x1, Conqueror's Seal x1*

* Must complete Villager Request "Dragonship Duty" to unlcok

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Rhopessa

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Blademaster	46	–4	0	–1	3	1	A	Vil.★9	Tav.★4	8800	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hearing	3	2	3	4	3	15	HG Earplugs
Dragon Atk	1	2	4	2	1	10	Dragon Atk +1
Antiseptic	2	2	1	3	2	10	Antiseptic
Protection	–3	–1	–2	–2	–2	–10	Demonic Blessing

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	49	608
Adv	2	57	804
Hrd	2	67	1380
Hvy	2	83	2760
Tru	9	101	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rhopessa Vertex	O––	Rare Scarab x3, Butterfly Beetle x1, Fulgurbug x3, Godbug x10
	Rhopessa Thorax	O––	Rare Scarab x2, Butterfly Beetle x2, Blossom Cricket x2, Carpenterbug x10
	Rhopessa Brachia	O––	Rare Scarab x3, Butterfly Beetle x1, Pale Extract x5, Bitterbug x10
	Rhopessa Elytra	O––	Rare Scarab x2, Butterfly Beetle x2, Flashbug x10, Stinkhopper x10
	Rhopessa Crura	OO–	Rare Scarab x3, Butterfly Beetle x1, Monster Broth x3, Snakebee Larva x10

Rhopessa

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Gunner	23	–3	1	0	4	2	B	Vil.★9	Tav.★4	8800	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hearing	4	2	3	3	3	15	HG Earplugs
Dragon Atk	2	1	4	2	1	10	Dragon Atk +1
Antiseptic	2	2	1	3	2	10	Antiseptic
Protection	–2	–1	–2	–2	–3	–10	Demonic Blessing

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	25	608
Adv	2	31	804
Hrd	2	37	1380
Hvy	3	49	2760
Tru	8	57	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rhopessa Clypeus	O––	Rare Scarab x3, Butterfly Beetle x1, Fulgurbug x3, Godbug x10
	Rhopessa Pleuron	O––	Rare Scarab x2, Butterfly Beetle x2, Blossom Cricket x2, Carpenterbug x10
	Rhopessa Manus	O––	Rare Scarab x3, Butterfly Beetle x1, Pale Extract x5, Bitterbug x10
	Rhopessa Alae	O––	Rare Scarab x2, Butterfly Beetle x2, Flashbug x10, Stinkhopper x10
	Rhopessa Tarsi	OO–	Rare Scarab x3, Butterfly Beetle x1, Monster Broth x3, Snakebee Larva x10

Rhopessa X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Blademaster	86	–5	0	–1	4	1	A	–	Tav.★7	14250	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hearing	3	3	1	3	5	15	HG Earplugs
Honey	2	3		2	3	10	Honey Hunter
Dragon Atk	1	1	4	2	2	10	Dragon Atk +1
Protection	–2	–2	–2	–2	–2	–10	Demonic Blessing
FreeElemnt		1	1	1		3	
Fencing	1				1	2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	102	3850
Tru	6	114	4850

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rhopessa Vertex X	O––	Maiden Butterfly x1, Flutterfly x1, Dracophage Bug x6, Godbug x20
	Rhopessa Thorax X	–––	Maiden Butterfly x2, Flutterfly x1, Emperor Hopper x8, Carpenterbug x20
	Rhopessa Brachia X	OOO	Maiden Butterfly x1, Flutterfly x1, Bnahabra Cutwing x4, Bitterbug x20
	Rhopessa Elytra X	OO–	Maiden Butterfly x2, Flutterfly x1, Prized Stomach x4, Stinkhopper x20
	Rhopessa Crura X	–––	Maiden Butterfly x1, Flutterfly x1, Monster Essence x3, Snakebee Larva x20

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Rhopessa X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Female Gunner	49	–4	1	0	5	2	B	–	Tav.★7	14250	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hearing	2	3	1	4	5	15	HG Earplugs
Honey	2	3		2	3	10	Honey Hunter
Dragon Atk	2	1	4	1	2	10	Dragon Atk +1
Protection	–2	–2	–2	–2	–2	–10	Demonic Blessing
FreeElemnt		1	1	1		3	
Rapid Fire	1				1	2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	57	3850
Tru	6	63	4850

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rhopessa Clypeus X	O––	Maiden Butterfly x1, Flutterfly x1, Dracophage Bug x6, Godbug x20
	Rhopessa Pleuron X	–––	Maiden Butterfly x2, Flutterfly x1, Emperor Hopper x8, Carpenterbug x20
	Rhopessa Manus X	OOO	Maiden Butterfly x1, Flutterfly x1, Bnahabra Cutwing x4, Bitterbug x20
	Rhopessa Alae X	OO–	Maiden Butterfly x2, Flutterfly x1, Prized Stomach x4, Stinkhopper x20
	Rhopessa Tarsi X	–––	Maiden Butterfly x1, Flutterfly x1, Monster Essence x3, Snakebee Larva x20

Bnahabra

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	9	–4	–1	–1	2	2	A	Vil.★3	Tav.★1	850	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Status	2	2	2	1	3	10	Status Atk +1
Sheathing	1	2	3	2	2	10	Quick Sheath
Paralysis	2	1	1	4	2	10	Negate Paralysis
Attack	–2	–2	–2	–1	–1	–8	

AS	NO.	DEF	COST
AS	2	13	84
AS+	2	19	131
Adv	3	31	168
Hrd	2	41	585
Hvy	4	73	1170
Tru	13	99	2170

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Bnahabra Hat	–––	Bnahabra Shell x2, Bnahabra Wing x3, Killer Beetle x1, Carpenterbug x2
	Bnahabra Suit	–––	Bnahabra Shell x2, Bnahabra Wing x3, Monster Fluid x2, Killer Beetle x1
	Bnahabra Gloves	–––	Bnahabra Wing x3, Bnahabra Shell x2, Bnahabra Spine x2, Killer Beetle x2
	Bnahabra Coil	–––	Bnahabra Wing x3, Bnahabra Shell x2, Monster Fluid x1, Killer Beetle x2
	Bnahabra Boots	–––	Bnahabra Shell x2, Bnahabra Wing x3, Killer Beetle x2, Carpenterbug x3

Bnahabra

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	5	–3	0	0	3	3	B	Vil.★3	Tav.★1	850	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Status	3	1	2	1	3	10	Status Atk +1
Sheathing	2	3	3	1	1	10	Quick Sheath
Paralysis	2	1	1	4	2	10	Negate Paralysis
Attack	–2	–2	–2	–1	–1	–8	

AS	NO.	DEF	COST
AS	2	9	84
AS+	2	13	131
Adv	3	22	168
Hrd	2	28	585
Hvy	4	44	1170
Tru	13	57	2170

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Bnahabra Headpiece	–––	Bnahabra Shell x2, Bnahabra Wing x3, Killer Beetle x1, Carpenterbug x2
	Bnahabra Vest	–––	Bnahabra Shell x2, Bnahabra Wing x3, Monster Fluid x2, Killer Beetle x1
	Bnahabra Sleeves	–––	Bnahabra Wing x3, Bnahabra Shell x2, Bnahabra Spine x2, Killer Beetle x2
	Bnahabra Coat	–––	Bnahabra Wing x3, Bnahabra Shell x2, Monster Fluid x1, Killer Beetle x2
	Bnahabra Pants	–––	Bnahabra Shell x2, Bnahabra Wing x3, Killer Beetle x2, Carpenterbug x3

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Bnahabra S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	32	–5	–1	–1	2	3	A	Vil.★6	Tav.★3	6900	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Status	2	3	3	2	3	13	Status Atk +1
Sheathing	1	2	3	2	2	10	Quick Sheath
Paralysis	3	2	2	2	1	10	Negate Paralysis
Attack	–2	–2	–2	–2	–2	–10	Attack Down (S)

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	35	494
Adv	2	43	652
Hrd	2	53	1190
Hvy	4	85	2380
Tru	8	101	3380

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Bnahabra Hat S	O––	Bnaha Carapace x2, Bnahabra Shell x3, Bnahabra Spine x2, King Scarab x2
	Bnahabra Suit S	–––	Bnaha Carapace x2, Bnahabra Shell x3, Monster Broth x2, King Scarab x2
	Bnahabra Gloves S	–––	Bnaha Carapace x2, Bnahabra Wing x4, Quality Sac x2, Monster Fluid x3
	Bnahabra Coil S	–––	Bnaha Carapace x2, Bnahabra Wing x4, Monster Broth x1, King Scarab x2
	Bnahabra Boots S	O––	Bnaha Carapace x2, Bnahabra Wing x4, Quality Sac x1, Monster Fluid x3

Bnahabra S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	16	–4	0	0	3	4	B	Vil.★6	Tav.★3	6900	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Status	3	3	2	2	3	13	Status Atk +1
Sheathing	2	1	4	1	2	10	Quick Sheath
Paralysis	3	2	2	2	1	10	Negate Paralysis
Attack	–2	–2	–2	–2	–2	–10	Attack Down (S)

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	18	494
Adv	2	24	652
Hrd	2	30	1190
Hvy	5	50	2380
Tru	7	57	3380

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Bnahabra Headpiece S	O––	Bnaha Carapace x2, Bnahabra Shell x3, Bnahabra Spine x2, King Scarab x2
	Bnahabra Vest S	–––	Bnaha Carapace x2, Bnahabra Shell x3, Monster Broth x2, King Scarab x2
	Bnahabra Sleeves S	–––	Bnaha Carapace x2, Bnahabra Wing x4, Quality Sac x2, Monster Fluid x3
	Bnahabra Coat S	–––	Bnaha Carapace x2, Bnahabra Wing x4, Monster Broth x1, King Scarab x2
	Bnahabra Pants S	O––	Bnaha Carapace x2, Bnahabra Wing x4, Quality Sac x1, Monster Fluid x3

Bnahabra X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	68	–6	–1	–1	2	4	A	–	Tav.★6	11700	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Status	3	2	4	3	3	15	Status Atk +2
Sheathing	2	1	3	2	2	10	Quick Sheath
Paralysis	2	2	1	2	3	10	Negate Paralysis
Attack	–3	–2	–2	–2	–1	–10	Attack Down (S)
FreeElemnt	2				3	5	
Fencing		2	2			4	
Crit Draw				3		3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	2	78	1670
Hvy	2	94	3340
Tru	9	112	4340

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Bnahabra Hat X	O––	Bnahabra Cutwing x2, Bnaha Carapace x3, Bnahabra Spine x2, Emperor Hopper x2
	Bnahabra Suit X	O––	Bnahabra Cutwing x2, Bnaha Carapace x3, Monster Essence x2, Emperor Hopper x2
	Bnahabra Gloves X	O––	Bnahabra Cutwing x2, Bnahabra Wing x5, Prized Stomach x2, Monster Essence x3
	Bnahabra Coil X	O––	Bnahabra Cutwing x2, Bnahabra Wing x5, Monster Essence x1, Flutterfly x1
	Bnahabra Boots X	O––	Bnahabra Cutwing x2, Bnahabra Wing x3, Prized Stomach x1, Monster Essence x3

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Bnahabra X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	40	–5	0	0	3	5	B	–	Tav.★6	11700	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Status	3	2	4	3	3	15	Status Atk +2
Sheathing	2	2	3	1	2	10	Quick Sheath
Paralysis	2	2	1	3	2	10	Negate Paralysis
Attack	–3	–1	–2	–2	–2	–10	Attack Down (S)
FreeElemnt	2				3	5	
Loading		2	2			4	
Tenderizer				3		3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	2	46	1670
Hvy	2	54	3340
Tru	9	63	4340

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Bnahabra Headpiece X	O––	Bnahabra Cutwing x2, Bnaha Carapace x3, Bnahabra Spine x2, Emperor Hopper x2
	Bnahabra Vest X	O––	Bnahabra Cutwing x2, Bnaha Carapace x3, Monster Essence x2, Emperor Hopper x2
	Bnahabra Sleeves X	O––	Bnahabra Cutwing x2, Bnahabra Wing x5, Prized Stomach x2, Monster Essence x3
	Bnahabra Coat X	O––	Bnahabra Cutwing x2, Bnahabra Wing x5, Monster Essence x1, Flutterfly x1
	Bnahabra Pants X	O––	Bnahabra Cutwing x2, Bnahabra Wing x3, Prized Stomach x1, Monster Essence x3

Brachydios

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	53	3	–4	–2	0	0	A	Vil.★8	Tav.★5	9500	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Spirit	2	3	1	2	2	10	Challenger +1
Potential	2	1	1	3	3	10	Adrenaline +1
Bomb Boost	2	2	2	1	3	10	Bombardier
Evasion	–2	–2	–2	–2	–2	–10	Evasion Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	56	650
Adv	2	64	860
Hrd	2	74	1450
Hvy	2	90	2900
Tru	9	108	3900

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Brachydios Helm	O––	Brach Ebonshell x3, Brach Scalp x1, Mystery Slime x3, Firecell Stone x2
	Brachydios Mail	O––	Brach Carapace x4, Brach Ebonshell x3, Fucium Ore x4, Scalding Pleura x3
	Brachydios Braces	OO–	Brach Ebonshell x3, Brach Pounder x2, Mystery Slime x3, Lava Nugget x4
	Brachydios Faulds	OO–	Brach Ebonshell x2, Brachydios Tail x1, Brachydios Gem x1, Brach Carapace x4
	Brachydios Greaves	O––	Brach Carapace x4, Mystery Slime x2, Brach Pounder x2, Carbalite Ore x5

Brachydios

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	27	4	–3	–1	1	1	B	Vil.★8	Tav.★5	9500	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Spirit	3	3	1	2	1	10	Challenger +1
Potential	3	1	1	2	3	10	Adrenaline +1
Bomb Boost	2	2	3	1	2	10	Bombardier
Evasion	–2	–2	–2	–2	–2	–10	Evasion Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	29	650
Adv	2	35	860
Hrd	2	41	1450
Hvy	3	53	2900
Tru	8	61	3900

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Brachydios Cap	O––	Brach Ebonshell x3, Brach Scalp x1, Mystery Slime x3, Firecell Stone x2
	Brachydios Vest	O––	Brach Carapace x4, Brach Ebonshell x3, Fucium Ore x4, Scalding Pleura x3
	Brachydios Guards	OO–	Brach Ebonshell x3, Brach Pounder x2, Mystery Slime x3, Lava Nugget x4
	Brachydios Coat	OO–	Brach Ebonshell x2, Brachydios Tail x1, Brachydios Gem x1, Brach Carapace x4
	Brachydios Leggings	O––	Brach Carapace x4, Mystery Slime x2, Brach Pounder x2, Carbalite Ore x5

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Brachydios X

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
90	4	–6	–2	0	0	A	–	Tav.★7	15600	8

Blademaster



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Spirit	2	3	3	4	3	15	Challenger +2
Potential	2	1	3	2	2	10	Adrenaline +1
Bomb Boost	2	2	3	1	2	10	Bombardier
Evasion	–2	–2	–2	–2	–2	–10	Evasion Down
Crit Draw	1	1	1			3	
Evade Dist				1	1	2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	106	4120
Tru	6	118	5120

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Brachydios Helm X	OO–	Brach Ebonshell+ x3, Brach Scalp+ x2, Glowing Slime x3, Allfire Stone x4
	Brachydios Mail X	O––	Brach Cortex x4, Brach Ebonshell+ x3, Brachydios Gem x2, Monster Slogbone x2
	Brachydios Braces X	O––	Brach Ebonshell+ x3, Brach Pounder+ x1, Glowing Slime x3, Purecrystal x1
	Brachydios Faulds X	OO–	Brach Pounder+ x2, Brachydios Tail x1, Brach Pallium x1, Brach Cortex x4
	Brachydios Greaves X	OO–	Brach Cortex x4, Brach Ebonshell+ x2, Brach Pounder+ x2, Meldspar Ore x3

Brachydios X

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
51	5	–5	–1	1	1	B	–	Tav.★7	15600	8

Gunner



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Spirit	2	3	3	4	3	15	Challenger +2
Potential	3	1	3	1	2	10	Adrenaline +1
Bomb Boost	2	2	3	1	2	10	Bombardier
Evasion	–2	–2	–2	–2	–2	–10	Evasion Down
Rapid Fire	1	1	1			3	
Evade Dist				1	1	2	

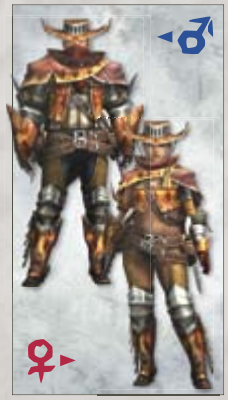
AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	59	4120
Tru	6	65	5120

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Brachydios Cap X	OO–	Brach Ebonshell+ x3, Brach Scalp+ x2, Glowing Slime x3, Allfire Stone x4
	Brachydios Vest X	O––	Brach Cortex x4, Brach Ebonshell+ x3, Brachydios Gem x2, Monster Slogbone x2
	Brachydios Guards X	O––	Brach Ebonshell+ x3, Brach Pounder+ x1, Glowing Slime x3, Purecrystal x1
	Brachydios Coat X	OO–	Brach Pounder+ x2, Brachydios Tail x1, Brach Pallium x1, Brach Cortex x4
	Brachydios Leggings X	OO–	Brach Cortex x4, Brach Ebonshell+ x2, Brach Pounder+ x2, Meldspar Ore x3

Wroggi

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
12	1	–1	–2	0	1	A	Vil.★3	Tav.★2	1350	2

Blademaster



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
TeamPlayer	2	2	1	3	2	10	Shakalaka Rally
Sharpness	2	1	3	3	1	10	Razor Sharp
Poison	2	1	2	1	4	10	Negate Poison
Status	1	1	1	1	1	5	
Stun	–2	–2	–2	–1	–1	–8	

AS	NO.	DEF	COST
AS	2	16	104
AS+	2	22	161
Adv	3	34	208
Hrd	2	44	635
Hvy	4	76	1270
Tru	12	100	2270

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Wroggi Helm	O––	King's Beak x1, G.Wroggi Hide x2, Wroggi Scale x2, Killer Beetle x2
	Wroggi Mail	O––	G.Wroggi Hide x2, G.Wroggi Brace x1, Poison Sac x3, Ice Crystal x5
	Wroggi Vambraces	O––	G.Wroggi Brace x2, G.Wroggi Hide x2, Wroggi Scale x2, Carpenterbug x3
	Wroggi Faulds	O––	Wroggi Hide x3, Wroggi Scale x2, Monster Bone S x6, Killer Beetle x3
	Wroggi Greaves	O––	G.Wroggi Brace x2, G.Wroggi Hide x2, Wroggi Hide x3, Carpenterbug x3

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Wroggi

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	6	2	0	–1	1	2	B	Vil.★3	Tav.★2	1350	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
TeamPlayer	2	2	1	3	2	10	Shakalaka Rally
Normal Up	2	2	3	2	1	10	Normal/Rapid Up
Poison	2	2	2	1	3	10	Negate Poison
Status	1	1	1	1	1	5	
Stun	–2	–2	–2	–1	–1	–8	

AS	NO.	DEF	COST
AS	2	10	104
AS+	2	14	161
Adv	3	23	208
Hrd	2	29	635
Hvy	4	45	1270
Tru	12	57	2270

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Wroggi Cap	O––	King's Beak x1, G.Wroggi Hide x2, Wroggi Scale x2, Killer Beetle x2
	Wroggi Vest	O––	G.Wroggi Hide x2, G.Wroggi Brace x1, Poison Sac x3, Ice Crystal x5
	Wroggi Guards	O––	G.Wroggi Brace x2, G.Wroggi Hide x2, Wroggi Scale x2, Carpenterbug x3
	Wroggi Coat	O––	Wroggi Hide x3, Wroggi Scale x2, Monster Bone S x6, Killer Beetle x3
	Wroggi Leggings	O––	G.Wroggi Brace x2, G.Wroggi Hide x2, Wroggi Hide x3, Carpenterbug x3

Wroggi S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	38	2	–2	–3	0	2	A	Vil.★6	Tav.★3	7500	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
TeamPlayer	2	2	1	3	2	10	Shakalaka Rally
Eating	2	2	1	3	2	10	Speed Eating+1
Sharpness	2	2	2	2	2	10	Razor Sharp
Poison	4	1	2	1	2	10	Negate Poison
Defense	–2	–2	–2	–2	–2	–10	Defense Down (S)

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	41	530
Adv	2	49	700
Hrd	2	59	1250
Hvy	3	83	2500
Tru	9	101	3500

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Wroggi Helm S	O––	G.Wroggi Hide+ x3, King's Beak x2, Bird Wyvern Gem x1, Hercudrome x6
	Wroggi Mail S	O––	Toxin Sac x2, G.Wroggi Brace x2, Wroggi Scale+ x2, Hercudrome x6
	Wroggi Vambraces S	OO–	G.Wroggi Brace+ x3, G.Wroggi Hide+ x3, Toxin Sac x4, Bathycite Ore x1
	Wroggi Faulds S	O––	Wroggi Scale+ x4, Wroggi Hide x7, Avian Finebone x5, Bathycite Ore x3
	Wroggi Leggings S	O––	G.Wroggi Brace+ x4, G.Wroggi Hide+ x3, G.Wroggi Hide x3, King Scarab x4

Wroggi S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	19	3	–1	–2	1	3	B	Vil.★6	Tav.★3	7500	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
TeamPlayer	2	2	1	3	2	10	Shakalaka Rally
Eating	2	2	1	3	2	10	Speed Eating+1
Normal Up	2	2	2	2	2	10	Normal/Rapid Up
Poison	4	1	2	1	2	10	Negate Poison
Defense	–2	–2	–2	–2	–2	–10	Defense Down (S)

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	21	530
Adv	2	27	700
Hrd	2	33	1250
Hvy	4	49	2500
Tru	8	57	3500

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Wroggi Cap S	O––	G.Wroggi Hide+ x3, King's Beak x2, Bird Wyvern Gem x1, Hercudrome x6
	Wroggi Vest S	O––	Toxin Sac x2, G.Wroggi Brace x2, Wroggi Scale+ x2, Hercudrome x6
	Wroggi Guards S	OO–	G.Wroggi Brace+ x3, G.Wroggi Hide+ x3, Toxin Sac x4, Bathycite Ore x1
	Wroggi Coat S	O––	Wroggi Scale+ x4, Wroggi Hide x7, Avian Finebone x5, Bathycite Ore x3
	Wroggi Leggings S	O––	G.Wroggi Brace+ x4, G.Wroggi Hide+ x3, G.Wroggi Hide x3, King Scarab x4

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Wroggi X

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
72	3	–3	–5	0	3	A	–	Tav.★6	12300	12300

Blademaster



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
TeamPlayer	3	1	1	3	2	10	Shakalaka Rally
Eating	2	2	1	3	2	10	Speed Eating+1
Sharpness	2	1	5	1	1	10	Razor Sharp
Def Lock	2	2	2	2	2	10	Iron Skin
Fencing	1			3		4	
PunishDraw			3			3	
Handicraft		1			2	3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	2	82	1730
Hvy	2	98	3460
Tru	8	114	4460

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Wroggi Helm X	OO–	Imperial Beak x2, G.Wroggi Brace+ x2, Wroggi Scale+ x2, Bathycite Ore x3
	Wroggi Mail X	OO–	G.Wroggi Piel x4, G.Wroggi Hide+ x4, Avian Stoutbone x3, Meldspar Ore x2
	Wroggi Vambraces X	O––	Fey Wyvern Gem x1, G.Wroggi Brace+ x5, Toxin Sac x1, Bathycite Ore x3
	Wroggi Faulds X	O––	G.Wroggi Piel x3, King's Beak x2, Wroggi Scale+ x4, Bathycite Ore x5
	Wroggi Greaves X	OO–	G.Wroggi Piel x2, G.Wroggi Hide+ x4, Avian Stoutbone x4, Meldspar Ore x2

Wroggi X

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
42	4	–2	–4	1	4	B	–	Tav.★6	12300	8

Gunner



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
TeamPlayer	3	1	1	3	2	10	Shakalaka Rally
Eating	2	2	1	3	2	10	Speed Eating+1
Normal Up	2	1	5	1	1	10	Normal/Rapid Up
Def Lock	2	2	2	2	2	10	Iron Skin
Pierce Up	1			3		4	
Loading		1			2	3	
Tenderizer			3			3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	2	48	1730
Hvy	2	56	3460
Tru	8	64	4460

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Wroggi Cap X	OO–	Imperial Beak x2, G.Wroggi Brace+ x2, Wroggi Scale+ x2, Bathycite Ore x3
	Wroggi Vest X	OO–	G.Wroggi Piel x4, G.Wroggi Hide+ x4, Avian Stoutbone x3, Meldspar Ore x2
	Wroggi Guards X	O––	Fey Wyvern Gem x1, G.Wroggi Brace+ x5, Toxin Sac x1, Bathycite Ore x3
	Wroggi Coat X	O––	G.Wroggi Piel x3, King's Beak x2, Wroggi Scale+ x4, Bathycite Ore x5
	Wroggi Leggings X	OO–	G.Wroggi Piel x2, G.Wroggi Hide+ x4, Avian Stoutbone x4, Meldspar Ore x2

Qurupeco

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
14	2	–1	–3	0	0	A	Vil.★3	Tav.★1	1150	2

Blademaster



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wide-Range	1	1	2	3	3	10	Wide-Range+1
Maestro	2	2	1	2	3	10	Horn Maestro
Wind Res	2	2	3	1	2	10	Windproof (Lo)
Eating	–2	–2	–2	–1	–1	–8	

AS	NO.	DEF	COST
AS	2	18	96
AS+	2	24	149
Adv	3	36	192
Hrd	2	46	615
Hvy	4	78	1230
Tru	11	100	2230

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Qurupeco Helm	O––	Strange Beak x2, Qurupeco Feather x2, Monster Bone M x2, Carpenterbug x3
	Qurupeco Mail	O––	Vivid Feather x1, Qurupeco Scale x2, Monster Bone M x2, Carpenterbug x3
	Qurupeco Vamraces	O––	Flintstone x1, Qurupeco Feather x2, Qurupeco Scale x2, Thunderbug x2
	Qurupeco Coil	O––	Qurupeco Feather x2, Qurupeco Scale x3, Monster Bone S x4, Killer Beetle x2
	Qurupeco Greaves	O––	Qurupeco Scale x2, Vivid Feather x1, Monster Bone S x4, Killer Beetle x2

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Qurupeco

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	7	3	0	–2	1	1	B	Vil.★3	Tav.★1	1150	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wide-Range	2	1	2	3	2	10	Wide-Range+1
Pellet Up	2	2	1	2	3	10	Pellet/Spread Up
Wind Res	2	2	3	1	2	10	Windproof (Lo)
Eating	–2	–2	–2	–1	–1	–8	

AS	NO.	DEF	COST
AS	2	11	96
AS+	2	15	149
Adv	3	24	192
Hrd	2	30	615
Hvy	4	46	1230
Tru	11	57	2230

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Qurupeco Cap	O––	Strange Beak x2, Qurupeco Feather x2, Monster Bone M x2, Carpenterbug x3
	Qurupeco Vest	O––	Vivid Feather x1, Qurupeco Scale x2, Monster Bone M x2, Carpenterbug x3
	Qurupeco Guards	O––	Flintstone x1, Qurupeco Feather x2, Qurupeco Scale x2, Thunderbug x2
	Qurupeco Coat	O––	Qurupeco Feather x2, Qurupeco Scale x3, Monster Bone S x4, Killer Beetle x2
	Qurupeco Leggings	O––	Qurupeco Scale x2, Vivid Feather x1, Monster Bone S x4, Killer Beetle x2

Qurupeco S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	41	3	–1	–4	0	0	A	Vil.★6	Tav.★3	7200	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wide-Range	4	4	4	5	3	20	Wide-Range+2
Psychic	2	2	1	2	3	10	Detect
Maestro	2	1	3	1	3	10	Horn Maestro
Ice Res	–4	–2	–2	–1	–1	–10	Ice Res –20

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	44	512
Adv	2	52	676
Hrd	2	62	1220
Hvy	3	86	2440
Tru	8	102	3440

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Qurupeco Helm S	O––	Wonderful Beak x2, Qurupeco Wing x2, Monster Bone+ x1, Hercudrome x3
	Qurupeco Mail S	O––	Qurupeco Scale+ x3, Vivid Feather x2, Monster Bone+ x1, King Scarab x2
	Qurupeco Vambraces S	O––	Qurupeco Scale+ x3, Flintstone x1, Qurupeco Feather x4, King Scarab x2
	Qurupeco Coil S	OO–	Qurupeco Wing x2, Qurupeco Scale+ x3, Monster Keenbone x1, Killer Beetle x5
	Qurupeco Greaves S	O––	Qurupeco Wing x3, Qurupeco Scale+ x3, Vivid Feather x2, Hercudrome x3

Qurupeco S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	21	4	0	–3	1	1	B	Vil.★6	Tav.★3	7200	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wide-Range	4	4	4	4	4	20	Wide-Range+2
Psychic	3	2	1	2	2	10	Detect
Ice Res	–2	–2	–2	–2	–2	–10	Ice Res –20
Pellet Up	3	1	3	1		8	
Maestro					2	2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	23	512
Adv	2	29	676
Hrd	2	35	1220
Hvy	4	51	2440
Tru	7	58	3440

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Qurupeco Cap S	O––	Wonderful Beak x2, Qurupeco Wing x2, Monster Bone+ x1, Hercudrome x3
	Qurupeco Vest S	O––	Qurupeco Scale+ x3, Vivid Feather x2, Monster Bone+ x1, King Scarab x2
	Qurupeco Guards S	O––	Qurupeco Scale+ x3, Flintstone x1, Qurupeco Feather x4, King Scarab x2
	Qurupeco Coat S	OO–	Qurupeco Wing x2, Qurupeco Scale+ x3, Monster Keenbone x1, Killer Beetle x5
	Qurupeco Leggings S	O––	Qurupeco Wing x3, Qurupeco Scale+ x3, Vivid Feather x2, Hercudrome x3

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Qurupeco V

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	41	–1	0	–4	3	0	A	Vil.★6	Tav.★3	7200	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wind Res	2	2	4	3	4	15	Windproof (Hi)
Expert	2	1	3	2	2	10	Critical Eye+1
Def Lock	3	2	1	2	2	10	Iron Skin
Ice Atk	–2	–2	–2	–2	–2	–10	Ice Atk Down
Wide-Range	1	1		2	1	5	

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	44	512
Adv	2	52	676
Hrd	2	62	1220
Hvy	3	86	2440
Tru	8	102	3440

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Qurupeco Helm U	O––	C.Peco Wing x1, Wonderful Beak x3, Monster Bone+ x2, King Scarab x2
	Qurupeco Mail U	O––	C.Peco Scale+ x3, Vivid Feather x2, Monster Keenbone x1, King Scarab x2
	Qurupeco Vambraces U	O––	Voltstone x3, C.Peco Scale+ x3, Vivid Feather x2, Hercudrome x3
	Qurupeco Coil U	O––	C.Peco Wing x3, C.Peco Scale+ x3, Monster Keenbone x1, Hercudrome x3
	Qurupeco Greaves U	O––	C.Peco Scale+ x3, C.Peco Wing x2, Wyvern Stone x1, Killer Beetle x5

Qurupeco V

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	21	0	1	–3	4	1	B	Vil.★6	Tav.★3	7200	7200



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wind Res	3	2	3	3	4	15	Windproof (Hi)
Expert	2	1	3	2	2	10	Critical Eye+1
Def Lock	3	3	2	1	1	10	Iron Skin
Ice Atk	–2	–2	–2	–2	–2	–10	Ice Atk Down
Wide-Range	1	1		2	1	5	

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	23	512
Adv	2	29	676
Hrd	2	35	1220
Hvy	4	51	2440
Tru	7	58	3440

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Qurupeco Cap U	O––	C.Peco Wing x1, Wonderful Beak x3, Monster Bone+ x2, King Scarab x2
	Qurupeco Vest U	O––	C.Peco Scale+ x3, Vivid Feather x2, Monster Keenbone x1, King Scarab x2
	Qurupeco Guards U	O––	Voltstone x3, C.Peco Scale+ x3, Vivid Feather x2, Hercudrome x3
	Qurupeco Coat U	O––	C.Peco Wing x3, C.Peco Scale+ x3, Monster Keenbone x1, Hercudrome x3
	Qurupeco Leggings U	O––	C.Peco Scale+ x3, C.Peco Wing x2, Wyvern Stone x1, Killer Beetle x5

Qurupeco X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	76	4	–1	–5	0	0	A	–	Tav.★6	12600	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wide-Range	5	3	5	5	2	20	Wide-Range+2
Perception	3	2	1	1	3	10	Capture Guru
Ice Res	–2	–2	–2	–2	–2	–10	Ice Res –20
Maestro	3	1	2	2		8	
FreeElemnt	1	1	2			4	
Handicraft				2	1	3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	81	1760
Hvy	2	97	3520
Tru	9	115	4520

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Qurupeco Helm X	–––	Alluring Beak x2, Peco Fellwing x2, Avian Stoutbone x3, Emperor Hopper x3
	Qurupeco Mail X	O––	Qurupeco Shard x3, Lustrous Feather x2, Avian Stoutbone x3, Flutterfly x1
	Qurupeco Vambraces X	O––	Qurupeco Shard x3, Quality Flint x1, Lustrous Feather x4, Flutterfly x1
	Qurupeco Coil X	O––	Peco Fellwing x2, Qurupeco Shard x3, Massive Bone x2, King Scarab x5
	Qurupeco Greaves X	OOO	Peco Fellwing x2, Qurupeco Shard x3, Lustrous Feather x2, Emperor Hopper x3

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Qurupeco X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	44	5	0	–4	1	1	B	–	Tav.★6	12600	8



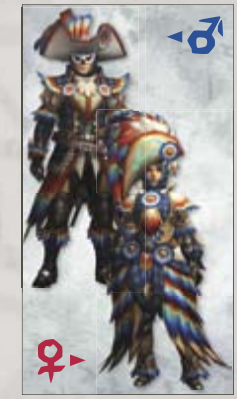
SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wide-Range	4	3	5	5	3	20	Wide-Range+2
Perception	3	1	2	2	2	10	Capture Guru
Ice Res	–2	–2	–2	–2	–2	–10	Ice Res –20
Pellet Up	2	1	3	2		8	
Tenderizer			2	1	1	4	
Loading	1	2				3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	47	1760
Hvy	2	55	3520
Tru	9	64	4520

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Qurupeco Cap X	–––	Alluring Beak x2, Peco Fellwing x2, Avian Stoutbone x3, Emperor Hopper x3
	Qurupeco Vest X	O––	Qurupeco Shard x3, Lustrous Feather x2, Avian Stoutbone x3, Flutterfly x1
	Qurupeco Guards X	–––	Qurupeco Shard x3, Quality Flint x1, Lustrous Feather x4, Flutterfly x1
	Qurupeco Coat X	O––	Peco Fellwing x2, Qurupeco Shard x3, Massive Bone x2, King Scarab x5
	Qurupeco Leggings X	OOO	Peco Fellwing x2, Qurupeco Shard x3, Lustrous Feather x2, Emperor Hopper x3

Qurupeco Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	76	–1	0	–5	4	0	A	–	Tav.★6	12600	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wind Res	5	2	2	3	3	15	Windproof (Hi)
Wide-Range	2	1	3	1	3	10	Wide-Range+1
Expert	2	1	4	2	1	10	Critical Eye+1
Def Lock	3	3	1	2	1	10	Iron Skin
Sleep	–2	–2	–2	–2	–2	–10	Double Sleep

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	81	1760
Hvy	2	97	3520
Tru	9	115	4520

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Qurupeco Helm Z	–––	C.Peco Fellwing x1, Alluring Beak x3, Avian Stoutbone x2, Flutterfly x1
	Qurupeco Mail Z	O––	C.Peco Shard x3, Lustrous Feather x2, Massive Bone x1, Flutterfly x1
	Qurupeco Vambraces Z	O––	High Voltstone x3, C.Peco Shard x3, Lustrous Feather x2, Emperor Hopper x3
	Qurupeco Coil Z	O––	C.Peco Fellwing x3, C.Peco Shard x3, Monster Slogbone x1, Emperor Hopper x3
	Qurupeco Greaves Z	O––	C.Peco Shard x3, C.Peco Fellwing x2, Lrg Wyvern Stone x1, Hercudrome x5

Qurupeco Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	44	0	1	–4	5	1	B	–	Tav.★6	12600	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Expert	3	2	5	3	2	15	Critical Eye+2
Wide-Range	3	1	1	3	2	10	Wide-Range+1
Wind Res	2	3	1	2	2	10	Windproof (Lo)
Def Lock	2	3	1	2	2	10	Iron Skin
Sleep	–2	–2	–2	–2	–2	–10	Double Sleep

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	47	1760
Hvy	2	55	3520
Tru	9	64	4520

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Qurupeco Cap Z	O––	C.Peco Fellwing x1, Alluring Beak x3, Avian Stoutbone x2, Flutterfly x1
	Qurupeco Vest Z	–––	C.Peco Shard x3, Lustrous Feather x2, Massive Bone x1, Flutterfly x1
	Qurupeco Guards Z	OO–	High Voltstone x3, C.Peco Shard x3, Lustrous Feather x2, Emperor Hopper x3
	Qurupeco Coat Z	O––	C.Peco Fellwing x3, C.Peco Shard x3, Monster Slogbone x1, Emperor Hopper x3
	Qurupeco Leggings Z	OO–	C.Peco Shard x3, C.Peco Fellwing x2, Lrg Wyvern Stone x1, Hercudrome x5

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Barioth

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	20	–4	0	2	–1	0	A	Vil.★5	Tav.★2	2850	3



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Ice Atk	3	1	3	2	1	10	Ice Atk+1
Evasion	2	1	3	2	2	10	Evasion+1
Stam Recov	–2	–2	–2	–2	–2	–10	Stam Recov Down
Constitution	1	2	2	2	1	8	

AS	NO.	DEF	COST
AS	2	24	164
AS+	2	30	251
Adv	3	42	328
Hrd	2	52	785
Hvy	4	84	1570
Tru	8	100	2570

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Barioth Helm	O––	Amber Tusks x2, Barioth Pelt x3, Barioth Shell x2, Killer Beetle x6
	Barioth Mail	O––	Barioth Shell x3, Barioth Tail x1, Barioth Spike x1, Hercudrome x3
	Barioth Vambraces	–––	Barioth Claw x1, Barioth Shell x3, Frost Sac x4, Velvety Hide x6
	Barioth Faulds	O––	Amber Tusks x1, Barioth Spike x1, Monster Bone+ x2, Lagom Plastron x4
	Barioth Greaves	OO–	Barioth Pelt x4, Barioth Shell x2, Barioth Claw x1, Lagombi Pelt x6

Barioth

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	10	–3	1	3	0	1	B	Vil.★5	Tav.★2	v2850	3



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Ice Atk	3	1	3	2	1	10	Ice Atk+1
Evasion	2	1	3	2	2	10	Evasion+1
Stam Recov	–1	–2	–2	–2	–3	–10	Stam Recov Down
Constitution	2	2	2	1	1	8	

AS	NO.	DEF	COST
AS	2	14	164
AS+	2	18	251
Adv	3	27	328
Hrd	2	33	785
Hvy	4	49	1570
Tru	7	56	2570

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Barioth Cap	OO–	Amber Tusks x2, Barioth Pelt x3, Barioth Shell x2, Killer Beetle x6
	Barioth Vest	O––	Barioth Shell x3, Barioth Tail x1, Barioth Spike x1, Hercudrome x3
	Barioth Guards	–––	Barioth Claw x1, Barioth Shell x3, Frost Sac x4, Velvety Hide x6
	Barioth Coat	O––	Amber Tusks x1, Barioth Spike x1, Monster Bone+ x2, Lagom Plastron x4
	Barioth Leggings	O––	Barioth Pelt x4, Barioth Shell x2, Barioth Claw x1, Lagombi Pelt x6

Barioth S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	50	–5	0	3	–1	0	A	Vil.★8	Tav.★4	v9000	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Constitution	3	2	2	5	3	15	Constitution+2
Ice Atk	2	1	4	3	2	12	Ice Atk+1
Evasion	1	2	2	2	3	10	Evasion+1
Stam Recov	–2	–2	–2	–2	–2	–10	Stam Recov Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	53	620
Adv	2	61	820
Hrd	2	71	1400
Hvy	2	87	2800
Tru	9	105	3800

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Barioth Helm S	O––	Amber Tusks+ x2, Barioth Pelt+ x5, Barioth Shell x4, Freezer Sac x5
	Barioth Mail S	OO–	Barioth Carapace x4, Barioth Tail x1, Wyvern Stone x1, Lagombi Pelt x6
	Barioth Vambraces S	O––	Barioth Claw+ x2, Barioth Carapace x3, Barioth Pelt x4, Lagom Plastron+ x3
	Barioth Faulds S	–––	Amber Tusks+ x2, Barioth Spike x4, Monster Keenbone x4, Lagom Plastron x4
	Barioth Greaves S	O––	Barioth Pelt+ x5, Barioth Carapace x3, Barioth Claw x1, Lagombi Pelt+ x4

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Barioth S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	25	–4	1	4	0	1	B	Vil.★8	Tav.★4	9000	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Constitution	4	2	2	4	3	15	Constitution+2
Ice Atk	2	1	4	3	2	12	Ice Atk+1
Evasion	2	1	1	3	3	10	Evasion+1
Stam Recov	–2	–2	–2	–2	–2	–10	Stam Recov Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	27	620
Adv	2	33	820
Hrd	2	39	1400
Hvy	3	51	2800
Tru	8	59	3800

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Barioth Cap S	O––	Amber Tusks+ x2, Barioth Pelt+ x5, Barioth Shell x4, Freezer Sac x5
	Barioth Vest S	OO–	Barioth Carapace x4, Barioth Tail x1, Wyvern Stone x1, Lagombi Pelt x6
	Barioth Guards S	O––	Barioth Claw+ x2, Barioth Carapace x3, Barioth Pelt x4, Lagom Plastron+ x3
	Barioth Coat S	–––	Amber Tusks+ x2, Barioth Spike x4, Monster Keenbone x4, Lagom Plastron x4
	Barioth Leggings S	O––	Barioth Pelt+ x5, Barioth Carapace x3, Barioth Claw x1, Lagombi Pelt+ x4

Barioth V

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	54	3	0	–5	–1	0	A	Vil.★9	Tav.★5	9000	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	1	3	4	3	4	15	Attack Up (M)
Evade Dist	2	3	3	1	1	10	Evade Extender
Heat Res	3	2	1	3	1	10	Heat Cancel
Evasion	–2	–2	–2	–2	–2	–10	Evasion Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	57	620
Adv	2	65	820
Hrd	2	75	1400
Hvy	2	91	2800
Tru	9	109	3800

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Barioth Helm U	O––	Indigo Tusks+ x2, S.Barioth Pelt+ x4, S.Bari Carapace x2, Arzuros Carapace x4
	Barioth Mail U	–––	S.Bari Carapace x3, S.Barioth Tail x1, Monster Keenbone x5, Rare Scarab x2
	Barioth Vambraces U	O––	S.Barioth Claw+ x1, S.Bari Carapace x3, S.Barioth Pelt+ x4, Arzuros Pelt+ x6
	Barioth Faulds U	OO–	Indigo Tusks+ x2, Rugged Pleura x5, Wyvern Stone x1, Rheno Carapace x6
	Barioth Greaves U	OO–	S.Barioth Pelt+ x4, S.Bari Carapace x3, S.Barioth Claw+ x1, Arzuros Brace x3

Barioth V

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	27	4	1	–4	0	1	B	Vil.★9	Tav.★5	9000	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	2	3	4	2	4	15	Attack Up (M)
Evade Dist	3	3	2	1	1	10	Evade Extender
Heat Res	3	2	1	3	1	10	Heat Cancel
Evasion	–2	–2	–2	–2	–2	–10	Evasion Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	29	620
Adv	2	35	820
Hrd	2	41	1400
Hvy	3	53	2800
Tru	8	61	3800

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Barioth Cap U	O––	Indigo Tusks+ x2, S.Barioth Pelt+ x4, S.Bari Carapace x2, Arzuros Carapace x4
	Barioth Vest U	–––	S.Bari Carapace x3, S.Barioth Tail x1, Monster Keenbone x5, Rare Scarab x2
	Barioth Guards U	O––	S.Barioth Claw+ x1, S.Bari Carapace x3, S.Barioth Pelt+ x4, Arzuros Pelt+ x6
	Barioth Coat U	OO–	Indigo Tusks+ x2, Rugged Pleura x5, Wyvern Stone x1, Rheno Carapace x6
	Barioth Leggings U	OO–	S.Barioth Pelt+ x4, S.Bari Carapace x3, S.Barioth Claw+ x1, Arzuros Brace x3

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Barioth X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	81	–6	0	4	–2	0	A	–	Tav.★6	13500	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Constitution	3	1	4	4	3	15	Constitution+2
Ice Atk	2	3	2	3	2	12	Ice Atk+1
Evasion	1	2	3	3	1	10	Evasion+1
Stam Recov	–2	–2	–2	–2	–2	–10	Stam Recov Down
Crit Draw		1	1	2		4	
Handicraft	2				2	4	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	86	1850
Hvy	2	102	3700
Tru	6	114	4700

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Barioth Helm X	OO–	Hvy Amber Tusks x2, Barioth Fur x5, Barioth Cortex x4, Cryo Sac x3
	Barioth Mail X	O––	Barioth Cortex x4, Barioth Lash x1, Lrg Wyvern Stone x1, Lagombi Fur x6
	Barioth Vambraces X	O––	Barioth Talon x2, Barioth Cortex x3, Monster Slogbone x3, Cryo Sac x3
	Barioth Faulds X	O––	Hvy Amber Tusks x2, Barioth Lash x4, Barioth Fur x4, Lagombi Auricle x4
	Barioth Greaves X	O––	Barioth Fur x5, Barioth Cortex x3, Barioth Talon x2, Crushing Fang x2

Barioth X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	47	–5	1	5	–1	1	B	–	Tav.★6	13500	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Constitution	2	3	4	4	2	15	Constitution+2
Ice Atk	3	2	2	4	1	12	Ice Atk+1
Evasion	2	1	2	2	3	10	Evasion+1
Stam Recov	–2	–2	–2	–2	–2	–10	Stam Recov Down
Tenderizer		1	2	2		5	
Loading	1				2	3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	50	1850
Hvy	2	58	3700
Tru	6	64	4700

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Barioth Cap X	O––	Hvy Amber Tusks x2, Barioth Fur x5, Barioth Cortex x4, Cryo Sac x3
	Barioth Vest X	O––	Barioth Cortex x4, Barioth Lash x1, Lrg Wyvern Stone x1, Lagombi Fur x6
	Barioth Guards X	O––	Barioth Talon x2, Barioth Cortex x3, Monster Slogbone x3, Cryo Sac x3
	Barioth Coat X	O––	Hvy Amber Tusks x2, Barioth Lash x4, Barioth Fur x4, Lagombi Auricle x4
	Barioth Leggings X	OO–	Barioth Fur x5, Barioth Cortex x3, Barioth Talon x2, Crushing Fang x2

Barioth Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	86	4	0	–6	–2	0	A	–	Tav.★7	13500	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	3	2	5	3	2	15	Attack Up (M)
Evade Dist	2	1	3	2	2	10	Evade Extender
Heat Res	3	2	2	2	1	10	Heat Cancel
Evasion	–2	–1	–2	–2	–3	–10	Evasion Down
Stam Recov	2	1		1		4	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	102	3700
Tru	6	114	4700

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Barioth Helm Z	O––	Hvy Indigo Tusks+ x2, S.Barioth Fur x3, S.Barioth Cortex x2, Arzuros Cortex x3
	Barioth Mail Z	OO–	S.Barioth Cortex x3, S.Barioth Lash x1, Monster Slogbone x3, Emperor Hopper x2
	Barioth Vambraces Z	O––	S.Barioth Talon x2, S.Barioth Cortex x3, S.Barioth Fur x3, Crushing Fang x3
	Barioth Faulds Z	OO–	Hvy Indigo Tusks+ x2, Rugged Pleura+ x4, Lrg Wyvern Stone x1, S.Barioth Talon x2
	Barioth Greaves Z	OOO	S.Barioth Fur x4, S.Barioth Cortex x3, Hvy Indigo Tusks+ x1, Arzuros Allbrace x3

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Barioth Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	49	5	1	–5	–1	1	B	–	Tav.★7	13500	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	4	2	4	4	1	15	Attack Up (M)
Evade Dist	3	1	2	1	3	10	Evade Extender
Heat Res	1	2	3	2	2	10	Heat Cancel
Evasion	–2	–1	–2	–3	–2	–10	Evasion Down
Stam Recov	2	1	1			4	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	57	3700
Tru	6	63	4700

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Barioth Cap Z	O––	Hvy Indigo Tusks+ x2, S.Barioth Fur x3, S.Barioth Cortex x2, Arzuros Cortex x3
	Barioth Vest Z	OO–	S.Barioth Cortex x3, S.Barioth Lash x1, Monster Slogbone x3, Emperor Hopper x2
	Barioth Guards Z	O––	S.Barioth Talon x2, S.Barioth Cortex x3, S.Barioth Fur x3, Crushing Fang x3
	Barioth Coat Z	OO–	Hvy Indigo Tusks+ x2, Rugged Pleura+ x4, Lrg Wyvern Stone x1, S.Barioth Talon x2
	Barioth Leggings Z	OOO	S.Barioth Fur x4, S.Barioth Cortex x3, Hvy Indigo Tusks+ x1, Arzuros Allbrace x3

Helios

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Male Blademaster	26	0	3	1	–2	–5	A	Vil.★5	–	5150	5150



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Water Atk	1	3	2	1	3	10	Water Atk+1
Hearing	4	1	1	3	1	10	Earplugs
Destroyer	1	2	3	2	2	10	Partbreaker
Protection	–2	–2	–2	–2	–2	–10	Demonic Blessing

AS	NO.	DEF	COST
AS	2	30	256
AS+	2	36	389
Adv	3	48	512
Hrd	2	58	1015
Hvy	4	90	2030
Tru	6	102	3030

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Helios Helm	O––	Ceadeus Hide x2, Crooked Horn x2, Luminous Organ x2
	Helios Mail	O––	Ceadeus Scale x2, Ceadeus Fur x2, Deep Dragongem x1
	Helios Vambraces	–––	Ceadeus Hide x2, Ceadeus Scale x2, Luminous Organ x1
	Helios Coil	OO–	Ceadeus Scale x2, Ceadeus Fur x2, Luminous Organ x1
	Helios Greaves	OO–	Ceadeus Hide x2, Ceadeus Scale x2, Lagiacrus Plate x1

Helios

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Male Gunner	13	1	4	2	–1	–4	B	Vil.★5	–	5150	5150



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Water Atk	1	3	2	1	3	10	Water Atk+1
Hearing	3	2	3	1	1	10	Earplugs
Destroyer	1	2	3	2	2	10	Partbreaker
Protection	–2	–2	–2	–2	–2	–10	Demonic Blessing

AS	NO.	DEF	COST
AS	2	17	256
AS+	2	21	389
Adv	3	30	512
Hrd	2	36	1015
Hvy	4	52	2030
Tru	6	58	3030

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Helios Cap	OO–	Ceadeus Hide x2, Crooked Horn x2, Luminous Organ x2
	Helios Vest	O––	Ceadeus Scale x2, Ceadeus Fur x2, Deep Dragongem x1
	Helios Guards	–––	Ceadeus Hide x2, Ceadeus Scale x2, Luminous Organ x1
	Helios Coat	O––	Ceadeus Scale x2, Ceadeus Fur x2, Luminous Organ x1
	Helios Leggings	OO–	Ceadeus Hide x2, Ceadeus Scale x2, Lagiacrus Plate x1

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Helios X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Male Blademaster	85	0	4	1	–2	–7	A	–	Tav.★6*	14250	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hearing	4	3	1	3	4	15	HG Earplugs
FreeElemnt	2	1	3	2	2	10	Awaken
Destroyer	2	1	3	2	2	10	Partbreaker
Protection	–2	–2	–2	–2	–2	–10	Demonic Blessing
Handicraft			1	1	2	4	
Fencing	1	2				3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	101	3850
Tru	8	117	4850

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Helios Helm X	O––	Crooked Hardhorn x2, Crooked Horn x4, Deep Dragongem x1, Conqueror's Seal x1
	Helios Mail X	O––	G.Ceadeus Fur x5, Ceadeus Fur x6, Earth Dragongem x5, Conqueror's Seal x1
	Helios Vambraces X	OO–	G.Ceadeus Fur x3, Ceadeus Hide x6, Luminous Organ x5, Conqueror's Seal x1
	Helios Coil X	OO–	Dark Dragongem, Ceadeus Tail x3, Lagia Sapphire x2, Conqueror's Seal x1
	Helios Greaves X	O––	G.Ceadeus Fur x5, Ceadeus Scale x7, ElderDragonBlood x4, Conqueror's Seal x1

Helios X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Male Gunner	49	1	5	2	–1	–6	B	–	Tav.★6*	14250	14250



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hearing	3	4	4	1	3	15	HG Earplugs
FreeElemnt	3	1	1	3	2	10	Awaken
Destroyer	3	1	2	2	2	10	Partbreaker
Protection	–2	–2	–2	–2	–2	–10	Demonic Blessing
Stamina			1	2	2	5	
Loading	1	1				2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	57	3850
Tru	8	65	4850

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Helios Cap X	O––	Crooked Hardhorn x2, Crooked Horn x4, Deep Dragongem x1, Conqueror's Seal x1
	Helios Vest X	O––	G.Ceadeus Fur x5, Ceadeus Fur x6, Earth Dragongem x5, Conqueror's Seal x1
	Helios Guards X	OO–	G.Ceadeus Fur x3, Ceadeus Hide x6, Luminous Organ x5, Conqueror's Seal x1
	Helios Coat X	OO–	Dark Dragongem, Ceadeus Tail x3, Lagia Sapphire x2, Conqueror's Seal x1
	Helios Leggings X	O––	G.Ceadeus Fur x5, Ceadeus Scale x7, ElderDragonBlood x4, Conqueror's Seal x1

Helios Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Male Blademaster	86	0	4	1	–2	–7	A	–	Tav.★6	14250	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hearing	3	4	3	2	3	15	HG Earplugs
Handicraft	2	1	3	1	3	10	Sharpness+1
Water Atk	1	2	3	2	2	10	Water Atk+1
Sharpness	–2	–1	–2	–3	–2	–10	Blunt Edge

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	102	3850
Tru	8	118	4850

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Helios Helm Z	OOO	Crooked Hardhorn x2, G.Ceadeus Shard x2, Dark Dragongem, Conqueror's Seal x1
	Helios Mail Z	–––	G.Ceadeus Fur x4, G.Ceadeus Coat x5, Crooked Hardhorn x2, Conqueror's Seal x1
	Helios Vambraces Z	O––	G.Ceadeus Coat x5, Crooked Hardhorn x2, ElderDragonBlood x4, Conqueror's Seal x1
	Helios Coil Z	OOO	G.Ceadeus Shard x4, G.Ceadeus Fur x5, Dark Dragongem, Conqueror's Seal x1
	Helios Greaves Z	O––	G.Ceadeus Shard x5, G.Ceadeus Coat x5, Luminous Organ x6, Conqueror's Seal x1

* Must obtain a Crooked Horn, Ceadeus Fur, Ceadeus Hide, Ceadeus Scale to unlock

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Helios Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Male Gunner	49	1	5	2	–1	–6	B	–	Tav.★6	14250	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hearing	1	4	5	2	3	15	HG Earplugs
Loading	2	1	3	1	3	10	Load Up
Water Atk	3	2	2	2	1	10	Water Atk+1
Recoil	–2	–1	–2	–2	–3	–10	Recoil Down–1

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	57	3850
Tru	8	65	4850

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Helios Cap Z	OOO	Crooked Hardhorn x2, G.Ceadeus Shard x2, Dark Dragongem, Conqueror's Seal x1
	Helios Vest Z	–––	G.Ceadeus Fur x4, G.Ceadeus Coat x5, Crooked Hardhorn x2, Conqueror's Seal x1
	Helios Guards Z	O––	G.Ceadeus Coat x5, Crooked Hardhorn x2, ElderDragonBlood x4, Conqueror's Seal x1
	Helios Coat Z	OOO	G.Ceadeus Shard x4, G.Ceadeus Fur x5, Dark Dragongem, Conqueror's Seal x1
	Helios Leggings Z	O––	G.Ceadeus Shard x5, G.Ceadeus Coat x5, Luminous Organ x6, Conqueror's Seal x1

Bone

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	7	1	0	–2	–1	0	A	Vil.★2	Tav.★1	650	1



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Perception	2	1	4	2	1	10	Capture Guru
Maestro	1	1	1	3	4	10	Horn Maestro
KO	1	2	3	2	2	10	Knockout King
Sleep	–2	–2	–1	–1	–1	–7	

AS	NO.	DEF	COST
AS	2	11	76
AS+	2	17	119
Adv	3	29	152
Hrd	2	39	565
Hvy	4	71	1130
Tru	14	99	2130

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Bone Helm	–––	Big Fin x3, Unknown Skull x1, Sharpened Fang x2
	Bone Mail	O––	Jumbo Bone x1, Mystery Bone x4, Sharpened Fang x2
	Bone Vambraces	O––	Monster Bone S x3, Mystery Bone x3, Sharpened Fang x2
	Bone Faulds	O––	Monster Bone S x3, Bone x3, Sharpened Fang x2
	Bone Greaves	O––	Monster Bone M x2, Bone x2, Mystery Bone x4

Bone

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	4	2	1	–1	0	1	B	Vil.★2	Tav.★1	650	1



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Perception	2	1	4	2	1	10	Capture Guru
Maestro	2	1	1	3	3	10	Horn Maestro
KO	1	2	3	2	2	10	Knockout King
Sleep	–2	–2	–1	–1	–1	–7	

AS	NO.	DEF	COST
AS	2	8	76
AS+	2	12	119
Adv	3	21	152
Hrd	2	27	565
Hvy	4	43	1130
Tru	12	55	2130

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Bone Cap	O––	Big Fin x3, Unknown Skull x1, Sharpened Fang x2
	Bone Vest	O––	Jumbo Bone x1, Mystery Bone x4, Sharpened Fang x2
	Bone Guards	–––	Monster Bone S x3, Mystery Bone x3, Sharpened Fang x2
	Bone Coat	O––	Monster Bone S x3, Bone x3, Sharpened Fang x2
	Bone Leggings	O––	Monster Bone M x2, Bone x2, Mystery Bone x4

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Bone S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	26	2	0	–3	–1	0	A	Vil.★6	Tav.★3	5350	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Perception	1	4	1	2	2	10	Capture Guru
LastingPwr	3	1	2	2	2	10	Item Effect Up
Maestro	3	1	3	2	1	10	Horn Maestro
KO	1	1	2	3	3	10	Knockout King
Sleep	–2	–2	–2	–2	–2	–10	Double Sleep

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	29	401
Adv	2	37	528
Hrd	2	47	1035
Hvy	5	87	2070
Tru	7	101	3070

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Bone S	O––	Avian Finebone x2, Quality Fin x3, Unknown Skull x3
	Bone Mail S	O––	Stoutbone x1, Monster Bone S x5, Sharpened Fang x5
	Bone Vambraces S	O––	Avian Finebone x2, Monster Bone L x1, Sharpened Fang x5
	Bone Faulds S	O––	Stoutbone x1, Monster Bone M x2, Mystery Bone x10
	Bone Greaves S	O––	Avian Finebone x2, Quality Fin x3, Monster Bone+ x2

Bone S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	13	3	1	–2	0	1	B	Vil.★6	Tav.★3	5350	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Perception	2	3	1	1	3	10	Capture Guru
LastingPwr	1	1	2	3	3	10	Item Effect Up
Maestro	3	1	3	2	1	10	Horn Maestro
KO	1	2	2	3	2	10	Knockout King
Sleep	–2	–2	–2	–2	–2	–10	Double Sleep

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	15	401
Adv	2	21	528
Hrd	2	27	1035
Hvy	6	51	2070
Tru	6	57	3070

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Bone Cap S	O––	Avian Finebone x2, Quality Fin x3, Unknown Skull x3
	Bone Vest S	O––	Stoutbone x1, Monster Bone S x5, Sharpened Fang x5
	Bone Guards S	O––	Avian Finebone x2, Monster Bone L x1, Sharpened Fang x5
	Bone Coat S	O––	Stoutbone x1, Monster Bone M x2, Mystery Bone x10
	Bone Leggings S	O––	Avian Finebone x2, Quality Fin x3, Monster Bone+ x2

Barroth

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	16	*	*	*	*	*	A	Vil.★3	Tav.★1	1650	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Guard	3	2	1	3	1	10	Guard+1
Defense	1	2	2	2	3	10	Defense Up (S)
Attack	2	2	3	1	2	10	Attack Up (S)
Hunger	–2	–2	–2	–2	–2	–10	Raise Hunger

AS	NO.	DEF	COST
AS	2	20	116
AS+	2	26	179
Adv	3	38	232
Hrd	2	48	665
Hvy	4	80	1330
Tru	10	100	2330

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Barroth Helm	O––	Barroth Ridge x2, Barroth Shell x1, Barroth Scalp x1, Rhenoplos Scalp x2
	Barroth Mail	–––	Barroth Scalp x1, Barroth Ridge x2, Fertile Mud x2, Killer Beetle x2
	Barroth Vambraces	O––	Barroth Claw x2, Barroth Shell x2, Fertile Mud x2, Rhenoplos Shell x3
	Barroth Faulds	O––	Barroth Shell x2, Barroth Claw x1, Barroth Ridge x2, Monster Bone M x5
	Barroth Greaves	O––	Barroth Shell x2, Barroth Tail x1, Monster Bone L x2, Rhenoplos Shell x3

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Barroth	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	8	*	*	*	*	*	B	Vil.★3	Tav.★1	1650	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Precision	4	2	1	2	1	10	Steadiness+1
Defense	2	2	1	2	3	10	Defense Up (S)
Attack	3	1	3	1	2	10	Attack Up (S)
Hunger	–2	–2	–2	–2	–2	–10	Raise Hunger

AS	NO.	DEF	COST
AS	2	12	116
AS+	2	16	179
Adv	3	25	232
Hrd	2	31	665
Hvy	4	47	1330
Tru	10	57	2330

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Barroth Cap	O––	Barroth Ridge x2, Barroth Shell x1, Barroth Scalp x1, Rhenoplos Scalp x2
	Barroth Vest	–––	Barroth Scalp x1, Barroth Ridge x2, Fertile Mud x2, Killer Beetle x2
	Barroth Guards	O––	Barroth Claw x2, Barroth Shell x2, Fertile Mud x2, Rhenoplos Shell x3
	Barroth Coat	O––	Barroth Shell x2, Barroth Claw x1, Barroth Ridge x2, Monster Bone M x5
	Barroth Leggings	O––	Barroth Shell x2, Barroth Tail x1, Monster Bone L x2, Rhenoplos Shell x3

Barroth S	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	46	*	*	*	*	*	A	Vil.★6	Tav.★3	tv8300	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	4	1	4	2	4	15	Attack Up (M)
Guard	3	2	1	1	3	10	Guard+1
Defense	3	1	1	2	3	10	Defense Up (S)
Hunger	–2	–2	–2	–2	–2	–10	Raise Hunger

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	49	578
Adv	2	57	764
Hrd	2	67	1330
Hvy	3	91	2660
Tru	7	105	3660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Barroth Helm S	–––	Barroth Ridge+ x4, Barroth Carapace x2, Fertile Mud x5, Jaggi Scale x4
	Barroth Mail S	OO–	Barroth Ridge+ x4, Barroth Scalp x3, Fertile Mud x5, Rheno Carapace x3
	Barroth Vambraces S	OO–	Barroth Claw+ x4, Barroth Carapace x2, Monster Bone+ x2, Jaggi Scale x4
	Barroth Faulds S	OO–	Barroth Carapace x2, Barroth Ridge+ x3, Monster Bone+ x2, Rheno Carapace x5
	Barroth Greaves S	–––	Barroth Carapace x3, Barroth Tail x1, Monster Keenbone x3, Jaggi Scale+ x4

Barroth S	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	23	*	*	*	*	*	B	Vil.★6	Tav.★3	8300	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	4	1	4	2	4	15	Attack Up (M)
Precision	3	2	1	2	2	10	Steadiness+1
Defense	3	1	1	2	3	10	Defense Up (S)
Hunger	–2	–2	–2	–2	–2	–10	Raise Hunger

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	25	578
Adv	2	31	764
Hrd	2	37	1330
Hvy	4	53	2660
Tru	6	59	3660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Barroth Cap S	–––	Barroth Ridge+ x4, Barroth Carapace x2, Fertile Mud x5, Jaggi Scale x4
	Barroth Vest S	OO–	Barroth Ridge+ x4, Barroth Scalp x3, Fertile Mud x5, Rheno Carapace x3
	Barroth Guards S	OO–	Barroth Claw+ x4, Barroth Carapace x2, Monster Bone+ x2, Jaggi Scale x4
	Barroth Coat S	OO–	Barroth Carapace x2, Barroth Ridge+ x3, Monster Bone+ x2, Rheno Carapace x5
	Barroth Leggings S	–––	Barroth Carapace x3, Barroth Tail x1, Monster Keenbone x3, Jaggi Scale+ x4

* Elemental Resistance differs with each part of Barroth Normal/S Armor

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Barroth U

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	48	–4	1	3	–2	0	A	Vil.★7	Tav.★4	8300	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Potential	3	1	2	4	3	13	Adrenaline +1
Defense	2	3	1	4	3	13	Defense Up (S)
Ice Atk	3	1	2	3	1	10	Ice Atk+1
Fire Atk	–2	–2	–2	–2	–2	–10	Fire Atk Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	51	578
Adv	2	59	764
Hrd	2	69	1330
Hvy	2	85	2660
Tru	10	105	3660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Barroth Helm U	O––	J.Barroth Ridge+ x5, J.Barr Carapace x3, Frozen Glob x5, Lagombi Pelt x5
	Barroth Mail U	OO–	J.Barroth Scalp x3, J.Barroth Ridge+ x4, Frozen Glob x5, Lagom Plastron x4
	Barroth Vambraces U	OOO	J.Barroth Claw+ x4, J.Barr Carapace x2, Monster Bone+ x3, G.Baggi Hide+ x3
	Barroth Faulds U	–––	J.Barr Carapace x3, J.Barroth Ridge+ x4, Monster Keenbone x2, Lagombi Pelt+ x4
	Barroth Greaves U	O––	J.Barr Carapace x3, J.Barroth Tail x1, J.Barroth Claw+ x3, Lagom Plastron+ x3

Barroth U

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	24	–3	2	4	–1	1	B	Vil.★7	Tav.★4	8300	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Potential	2	3	1	3	4	13	Adrenaline +1
Defense	3	4	1	3	2	13	Defense Up (S)
Ice Atk	3	2	2	2	1	10	Ice Atk+1
Fire Atk	–2	–2	–2	–2	–2	–10	Fire Atk Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	26	578
Adv	2	32	764
Hrd	2	38	1330
Hvy	3	50	2660
Tru	9	59	3660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Barroth Cap U	OO–	J.Barroth Ridge+ x5, J.Barr Carapace x3, Frozen Glob x5, Lagombi Pelt x5
	Barroth Vest U	–––	J.Barroth Scalp x3, J.Barroth Ridge+ x4, Frozen Glob x5, Lagom Plastron x4
	Barroth Guards U	OOO	J.Barroth Claw+ x4, J.Barr Carapace x2, Monster Bone+ x3, G.Baggi Hide+ x3
	Barroth Coat U	O––	J.Barr Carapace x3, J.Barroth Ridge+ x4, Monster Keenbone x2, Lagombi Pelt+ x4
	Barroth Leggings U	O––	J.Barr Carapace x3, J.Barroth Tail x1, J.Barroth Claw+ x3, Lagom Plastron+ x3

Barroth X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	82	*	*	*	*	*	A	–	Tav.★6	13800	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	3	1	3	3	3	13	Attack Up (S)
Guard	2	1	1	3	3	10	Guard+1
Constitution	2	1	2	2	3	10	Constitution+1
Hunger	–2	–2	–2	–2	–2	–10	Raise Hunger
FreeElemnt	1		2			3	
Stamina		2				2	
Fencing				1	1	2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	87	1880
Hvy	2	103	3760
Tru	6	115	4760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Barroth Helm X	O––	Barroth Chine x4, Barroth Cortex x2, Barroth Crown x1, Avian Stoutbone x2
	Barroth Mail X	OO–	Barroth Chine x4, Barroth Crown x3, Barroth Talon x2, Prized Pelt x3
	Barroth Vambraces X	OO–	Barroth Talon x4, Barroth Cortex x2, Monster Slogbone x2, Avian Stoutbone x2
	Barroth Faulds X	O––	Barroth Cortex x2, Barroth Chine x3, Monster Slogbone x2, Prized Pelt x3
	Barroth Greaves X	–––	Barroth Cortex x3, Barroth Lash x1, Massive Bone x3, G.Jaggi Piel x2

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Barroth X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	47	*	*	*	*	*	B	–	Tav.★6	13800	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	3	1	3	3	3	13	Attack Up (S)
Precision	2	1	1	3	3	10	Steadiness+1
Constitution	3	1	2	1	3	10	Constitution+1
Hunger	–2	–2	–2	–2	–2	–10	Raise Hunger
FreeElemnt	1		2			3	
Stamina		2				2	
Destroyer				1	1	2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	50	1880
Hvy	2	58	3760
Tru	6	64	4760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Barroth Z	O––	Barroth Chine x4, Barroth Cortex x2, Barroth Crown x1, Avian Stoutbone x2
	Barroth Vest X	OO–	Barroth Chine x4, Barroth Crown x3, Barroth Talon x2, Prized Pelt x3
	Barroth Guards X	OO–	Barroth Talon x4, Barroth Cortex x2, Monster Slogbone x2, Avian Stoutbone x2
	Barroth Coat X	O––	Barroth Cortex x2, Barroth Chine x3, Monster Slogbone x2, Prized Pelt x3
	Barroth Leggings X	–––	Barroth Cortex x3, Barroth Lash x1, Massive Bone x3, G.Jaggi Piel x2

Barroth Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	82	–4	2	3	–2	0	A	–	Tav.★6	13800	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Ice Atk	3	2	5	3	2	15	Ice Atk+2
Potential	1	2	1	3	3	10	Adrenaline +1
Hearing	1	1	1	3	4	10	Earplugs
Defense	3	2	1	2	2	10	Defense Up (S)
Fire Atk	–2	–2	–2	–2	–2	–10	Fire Atk Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	87	1880
Hvy	2	103	3760
Tru	6	115	4760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Barroth Helm Z	O––	J.Barroth Chine x5, J.Barroth Cortex x3, Frozen Glob x5, Lagombi Fur x5
	Barroth Mail Z	O––	J.Barroth Crown x3, J.Barroth Chine x4, J.Barroth Talon x2, Lagombi Auricle x2
	Barroth Vambraces Z	OO–	J.Barroth Talon x4, J.Barroth Cortex x2, Monster Slogbone x2, Prized Pelt x3
	Barroth Faulds Z	–––	J.Barroth Cortex x3, J.Barroth Chine x4, Massive Bone x2, Lagombi Fur x4
	Barroth Greaves Z	–––	J.Barroth Cortex x3, J.Barroth Lash x1, J.Barroth Talon x3, Prized Pelt x3

Barroth Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	47	–5	2	5	–1	1	B	–	Tav.★6	13800	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Ice Atk	4	2	3	4	2	15	Ice Atk+2
Potential	2	1	1	3	3	10	Adrenaline +1
Hearing	1	2	3	2	2	10	Earplugs
Defense	3	2	1	2	2	10	Defense Up (S)
Fire Atk	–2	–2	–2	–2	–2	–10	Fire Atk Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	50	1880
Hvy	2	58	3760
Tru	6	64	4760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Barroth Cap Z	O––	J.Barroth Chine x5, J.Barroth Cortex x3, Frozen Glob x5, Lagombi Fur x5
	Barroth Vest Z	O––	J.Barroth Crown x3, J.Barroth Chine x4, J.Barroth Talon x2, Lagombi Auricle x2
	Barroth Guards Z	OO–	J.Barroth Talon x4, J.Barroth Cortex x2, Monster Slogbone x2, Prized Pelt x3
	Barroth Coat Z	–––	J.Barroth Cortex x3, J.Barroth Chine x4, Massive Bone x2, Lagombi Fur x4
	Barroth Leggings Z	–––	J.Barroth Cortex x3, J.Barroth Lash x1, J.Barroth Talon x3, Prized Pelt x3

*Elemental Resistance differs with each part of Barroth X Armor

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Mosgharl

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
48	–4	1	2	0	0	A	Vil.★6	–	8800	5

Blademaster



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
SpeedSetup	1	2	3	3	1	10	Trap Master
Combination	3	2	1	3	1	10	Combination+20*
FastCharge	2	1	3	2	2	10	Focus
Rec. Speed	1	2	3	1	3	10	Rec. Speed+1
Guard	–2	–2	–2	–2	–2	–10	Guard–1

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	51	608
Adv	2	59	804
Hrd	2	69	1380
Hvy	3	93	2760
Tru	6	105	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Mosgharl Vizor	O––	King Scarab x3, Bumblepumpkin x4, Ancient Potion x1, Felvine x15
	Mosgharl Ribplate	O––	King Scarab x3, Bumblepumpkin x4, Max Potion x2, Cactus Flower x15
	Mosgharl Creeper	O––	King Scarab x4, Bumblepumpkin x5, Monster Broth x3, Hot Pepper x15
	Mosgharl Folia	O––	King Scarab x4, Bumblepumpkin x5, Bnaha Carapace x4, Fire Herb x15
	Mosgharl Roots	OO–	King Scarab x4, Bumblepumpkin x4, Quality Sac x3, Sleep Herb x15

Mosgharl

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
24	–3	2	3	1	1	B	Vil.★6	–	8800	5

Gunner



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
SpeedSetup	1	2	3	3	1	10	Trap Master
Combination	3	2	1	3	1	10	Combination+20*
FastCharge	3	1	3	2	1	10	Focus
Rec. Speed	2	2	2	1	3	10	Rec. Speed+1
Precision	–2	–2	–2	–2	–2	–10	Steadiness–1

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	26	608
Adv	2	32	804
Hrd	2	38	1380
Hvy	4	54	2760
Tru	5	59	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Mosgharl Brim	O––	King Scarab x3, Bumblepumpkin x4, Ancient Potion x1, Felvine x15
	Mosgharl Ribguard	O––	King Scarab x3, Bumblepumpkin x4, Max Potion x2, Cactus Flower x15
	Mosgharl Tendril	O––	King Scarab x4, Bumblepumpkin x5, Monster Broth x3, Hot Pepper x15
	Mosgharl Fronds	O––	King Scarab x4, Bumblepumpkin x5, Bnaha Carapace x4, Fire Herb x15
	Mosgharl Radicles	OO–	King Scarab x4, Bumblepumpkin x4, Quality Sac x3, Sleep Herb x15

Mosgharl X

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
72	–5	1	4	0	0	A	–	Tav.★6*	12600	12600

Blademaster



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Combo Plus	2	2	2	2	2	10	Combination Pro
Combination	5	2	1	1	1	10	Combination+20*
FastCharge	1	1	3	2	3	10	Focus
Rec. Speed	2	1	3	3	1	10	Rec. Speed+1
FreeElemnt	2				2	4	
Destroyer		1	2	1		4	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	2	82	1760
Hvy	2	98	3520
Tru	8	114	4520

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Mosgharl Vizor X	O––	Heavy Mossplate x1, Bumblepumpkin x4, Ancient Potion x2, Felvine x20
	Mosgharl Ribplate X	OO–	Heavy Mossplate x1, Bumblepumpkin x4, Gloamgrass Bud x1, Cactus Flower x20
	Mosgharl Creeper X	O––	Heavy Mossplate x1, Bumblepumpkin x5, Monster Essence x4, Hot Pepper x20
	Mosgharl Folia X	OO–	Heavy Mossplate x1, Bumblepumpkin x5, Bnahabra Cutwing x4, Fire Herb x20
	Mosgharl Roots X	OO–	Heavy Mossplate x1, Bumblepumpkin x4, Prized Stomach x3, Sleep Herb x20

*Must obtain a Gloamgrass Bud and a Bumblepumpkin before unlock

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From the Library of Hao Feng

Mosgharl X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	42	–4	2	5	1	1	B	–	Tav.★6	12600	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Combo Plus	2	2	2	2	2	10	Combination Pro
Combination	3	1	4	1	1	10	Combination+20*
FastCharge	3	1	1	2	3	10	Focus
Rec. Speed	2	2	2	3	1	10	Rec. Speed+1
FreeElemnt	2				2	4	
Destroyer		1	2	1		4	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	2	48	1760
Hvy	2	56	3520
Tru	8	64	4520

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Mosgharl Brim X	O––	Heavy Mossplate x1, Bumblepumpkin x4, Ancient Potion x2, Felvine x20*
	Mosgharl Ribguard X	OO–	Heavy Mossplate x1, Bumblepumpkin x4, Gloamgrass Bud x1, Cactus Flower x20*
	Mosgharl Tendril X	O––	Heavy Mossplate x1, Bumblepumpkin x5, Monster Essence x4, Hot Pepper x20*
	Mosgharl Fronds X	OO–	Heavy Mossplate x1, Bumblepumpkin x5, Bnahabra Cutwing x4, Fire Herb x20*
	Mosgharl Redicles X	OO–	Heavy Mossplate x1, Bumblepumpkin x4, Prized Stomach x3, Sleep Herb x20*

Miralis

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	106	4	0	–3	1	–7	A	–	Tav.★8	66666	10



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	4	3	6	3	4	20	Attack Up (L)
Unshakable	2	1	2	2	3	10	Rock Steady
Gloves Off	2	2	1	3	2	10	Latent Power+1
Stamina	–2	–1	–1	–3	–3	–10	Short Sprinter

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	–	–	–
Tru	7	120	15333

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Miralis Diadem	OO–	Miralis Fireback x4, Miralis Evil Eye x2, Gushing Magma x4, Diablos Hardhorn x1
	Miralis Breastplate	OO–	Miralis Scale x5, Immortal Heart x3, Miralis Hellwing x2, Brach Pallium x1
	Miralis Grievers	OO–	Miralis Fireback x4, Miralis Smelter x4, Dire Dragongem x1, A.Rath Cortex x10
	Miralis Barbs	O––	Miralis Scale x5, Miralis Fireback x4, Miralis Fireclaw x2, Lrg Wyvern Stone x5
	Miralis Drogues	O––	Miralis Fireback x4, Miralis Fireclaw x3, Dire Dragongem x1, P.Rathian Cortex x10

Miralis

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	59	5	1	–2	2	–6	B	–	Tav.★8	66666	10



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	2	3	6	4	5	20	Attack Up (L)
Unshakable	3	1	1	2	3	10	Rock Steady
Gloves Off	3	2	1	3	1	10	Latent Power+1
Stamina	–2	–1	–1	–3	–3	–10	Short Sprinter

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	–	–	–
Tru	7	66	15333

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Miralis Crown	OO–	Miralis Fireback x4, Miralis Evil Eye x2, Gushing Magma x4, Diablos Hardhorn x1
	Miralis Chestguard	OO–	Miralis Scale x5, Immortal Heart x3, Miralis Hellwing x2, Brach Pallium x1
	Miralis Clouts	OO–	Miralis Fireback x4, Miralis Smelter x4, Dire Dragongem x1, A.Rath Cortex x10
	Miralis Sheath	O––	Miralis Scale x5, Miralis Fireback x4, Miralis Fireclaw x2, Lrg Wyvern Stone x5
	Miralis Kedges	O––	Miralis Fireback x4, Miralis Fireclaw x3, Dire Dragongem x1, P.Rathian Cortex x10

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Mutsu

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Male Gunner	30	4	2	–3	1	–3	B	Vil.★7	–	15500	7



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Defense	3	4	2	5	4	18	Defense Up (M)
Recoil	2	1	3	3	3	12	Recoil Down+1
Pierce Up	2	2	2	1	3	10	Pierce/Pierce Up
Reload Speed	–2	–2	–2	–2	–2	–10	Reload Speed–1

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	32	1010
Adv	2	38	1340
Hrd	2	44	2050
Hvy	2	52	4100
Tru	8	60	5100

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Mutsu Eboshi	OO–	Sturdy Fang+ x4, Mohran Scale+ x5, Mohran Carapace x3, Rathian Plate x1
	Mutsu Doate	O––	Mohran Carapace x6, Sturdy Fang+ x4, ElderDragonBlood x1, Quality Fin x6
	Mutsu Kote	OO–	Mohran Scale+ x6, Mohran Brace+ x1, Earth Dragongem x1, Bathycite Ore x3
	Mutsu Koshiate	O––	Mohran Brace+ x4, Mohran Carapace x6, Mohran Scale+ x2, Rathalos Plate x1
	Mutsu Gusoku	–––	Mohran Scale+ x5, Mohran Carapace x6, Earth Dragongem x1, Big Fin x10

Mutsu Eboshi Prime

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Male Gunner	58	–6	4	4	–1	–1	B	–	Tav.★8	35500	10



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Health	5	1	4	3	2	15	Health +50
Attack	4	1	5	1	4	15	Attack Up (M)
Rapid Fire	2	1	3	2	2	10	Bonus Shot
Stamina	–2	–2	–2	–2	–2	–10	Short Sprinter

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	–	–	–
Tru	8	66	9100

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Mutsu Eboshi Prime	–––	H.Jhen Rockskin x4, G.Ceadeus Fur x4, Ghostly Quartz x2, Deviljho Ripper x1*
	Mutsu Doate Prime	OOO	Deific Fang x2, G.Ceadeus Shard x6, Earth Drgnsphire x1, Giant Fin x4*
	Mutsu Kote Prime	–––	H.Jhen Allbrace x4, Deific Fang x3, S.Zin Cortex x5, Meldspar Ore x5*
	Mutsu Koshiate Prime	OOO	H.Jhen Rockskin x4, G.Ceadeus Coat x5, ElderDragonBlood x4, Vile Fang x1*
	Mutsu Gusoku Prime	OO–	H.Jhen Shard x5, Ghostly Quartz x2, S.Zinogre Talon x4, Purecrystal x2*

Grand Mutsu

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Male Gunner	58	5	2	–4	1	–4	B	–	DLC	35500	10



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Unshakable	2	1	2	3	2	10	Rock Steady
Pierce Up	1	3	1	3	2	10	Pierce/Pierce Up
Recoil	3	1	2	3	1	10	Recoil Down+1
Reload Speed	–2	–2	–2	–2	–2	–10	Reload Speed–1
Guts				2		2	
FreeElemnt		2				2	
Loading			2			2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	–	–	–
Tru	8	66	9100

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Grand Mutsu Eboshi	OO–	Mohran Shard x5, Deific Fang x4, Mohran Carapace x5, Conqueror's Seal x1*
	Grand Mutsu Doate	O––	Mohran Rockskin x6, Deific Fang x4, ElderDragonBlood x1, Conqueror's Seal x1*
	Grand Mutsu Kote	OO–	Mohran Shard x6, Mohran Allbrace x1, Sturdy Fang+ x2, Conqueror's Seal x1*
	Grand Mutsu Koshiate	–––	Mohran Allbrace x4, Mohran Rockskin x6, Mohran Scale+ x5, Conqueror's Seal x1*
	Grand Mutsu Gusoku	OOO	Mohran Shard x5, Mohran Rockskin x6, Earth Drgnsphire x1, Conqueror's Seal x1*

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From the Library of Hao Feng

Piscine

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Both	3	–2	3	2	–3	0	B	Vil.★2	Tav.★1	300	1



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Swimming				2	8	10	Olympic Swimmer
CurrentRes	1			8	1	10	Current Res (Lo)
Oxygen	10					10	Endless Oxygen

AS	NO.	DEF	COST
AS	2	7	62
AS+	2	11	98
Adv	3	20	124
Hrd	2	26	530
Hvy	4	42	1060
Tru	13	55	2060

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Piscine Mask	––	Kelbi Horn x2, Airweed x2, Mystery Bone x2
	–	–	–
	–	–	–
	Piscine Belt	–––	Hydro Hide x2, Broken Shell x2
	Piscine Breeches	O––	Hydro Hide x2, Big Fin x1

Piscine S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	24	–3	4	3	–4	1	A	Vil.★6	Tav.★3	4700	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
CurrentRes	1			13	1	15	Current Res (Hi)
Swimming	1				9	10	Olympic Swimmer
Oxygen	10					10	Endless Oxygen

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	27	362
Adv	2	35	476
Hrd	2	45	970
Hvy	5	85	1940
Tru	8	101	2940

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Piscine Mask S	O––	Avian Finebone x5, Blue Kelbi Horn x3, Airweed x10
	–	–	–
	–	–	–
	Piscine Belt S	–––	Quality Fin x2, Immature Sponge x3, Pelagicite Ore x2
	Piscine Breeches S	O––	Quality Fin x4, Hydro Hide x5, Carbalite Ore x5

Piscine S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	12	–2	5	4	–3	2	B	Vil.★6	Tav.★3	4700	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
CurrentRes	3			11	1	15	Current Res (Hi)
Swimming	1				9	10	Olympic Swimmer
Oxygen	10					10	Endless Oxygen

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	14	362
Adv	2	20	476
Hrd	2	26	970
Hvy	6	50	1940
Tru	7	57	2940

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Piscine Snorkel S	––	Avian Finebone x5, Blue Kelbi Horn x3, Airweed x10
	–	–	–
	–	–	–
	Piscine Tank S	O––	Quality Fin x2, Immature Sponge x3, Pelagicite Ore x2
	Piscine Leggings S	O––	Quality Fin x4, Hydro Hide x5, Carbalite Ore x5

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From the Library of Hao Feng

Yamato

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
60	3	1	–4	0	–4	A	Vil.★7	–	15500	7

Male Blademaster



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Expert	2	4	2	2	5	15	Critical Eye+2
Defense	4	2	2	4	3	15	Defense Up (M)
FastCharge	2	1	2	2	3	10	Focus
Potential	–2	–2	–2	–2	–2	–10	Worrywart

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	63	1010
Adv	2	71	1340
Hrd	2	81	2050
Hvy	1	89	4100
Tru	9	107	5100

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Yamato Kabuto	OO–	Sturdy Fang+ x4, Mohran Scale+ x5, Mohran Carapace x3, Rathian Plate x1
	Yamato Doate	O––	Mohran Carapace x6, Sturdy Fang+ x4, ElderDragonBlood x1, Quality Fin x6
	Yamato Kote	OO–	Mohran Scale+ x6, Mohran Brace+ x1, Earth Dragongem x1, Bathycite Ore x3
	Yamato Koshiate	O––	Mohran Brace+ x4, Mohran Carapace x6, Mohran Scale+ x2, Rathalos Plate x1
	Yamato Gusoku	–––	Mohran Scale+ x5, Mohran Carapace x6, Earth Dragongem x1, Big Fin x10

Yamato Prime

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
104	–7	3	3	–2	–2	A	–	Tav.★8	35500	10

Male Blademaster



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Health	4	1	4	3	3	15	Health +50
Handicraft	3	1	2	2	2	10	Sharpness+1
Sharpness	3	1	3	1	2	10	Razor Sharp
Stamina	–2	–2	–2	–2	–2	–10	Short Sprinter

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	–	–	–
Tru	8	120	9100

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Yamato Kabuto Prime	–––	H.Jhen Rockskin x4, G.Ceadeus Fur x4, Ghostly Quartz x2, Deviljho Ripper x1*
	Yamato Doate Prime	OOO	Deific Fang x2, G.Ceadeus Shard x6, Earth Drgnsphire x1, Giant Fin x4*
	Yamato Kote Prime	–––	H.Jhen Allbrace x4, Deific Fang x3, S.Zin Cortex x5, Meldspar Ore x5*
	Y. Koshiate Prime	OOO	H.Jhen Rockskin x4, G.Ceadeus Coat x5, ElderDragonBlood x4, Vile Fang x1*
	Yamato Gusoku Prime	OO–	H.Jhen Shard x5, Ghostly Quartz x2, S.Zinogre Talon x4, Purecrystal x2*

Grand Yamato

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
104	4	1	–5	0	–5	A	–	DLC	35500	10

Male Blademaster



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Unshakable	1	2	2	2	3	10	Rock Steady
Fencing	1	2	2	3	2	10	Mind's Eye
FastCharge	2	1	2	4	1	10	Focus
Potential	–2	–2	–2	–2	–2	–10	Worrywart
Unscathed		2				2	
Crit Draw			2			2	
Handicraft				2		2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	–	–	–
Tru	8	120	9100

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Grand Yamato Kabuto	OOO	Mohran Shard x5, Deific Fang x4, Mohran Carapace x5, Conqueror's Seal x1*
	Grand Yamato Doate	O––	Mohran Rockskin x6, Deific Fang x4, ElderDragonBlood x1, Conqueror's Seal x1*
	Grand Yamato Kote	OO–	Mohran Shard x6, Mohran Allbrace x1, Sturdy Fang+ x2, Conqueror's Seal x1*
	Grand Y. Koshiate	–––	Mohran Allbrace x4, Mohran Rockskin x6, Mohran Scale+ x5, Conqueror's Seal x1*
	Grand Yamato Gusoku	OOO	Mohran Shard x5, Mohran Rockskin x6, Earth Drgnsphire x1, Conqueror's Seal x1*

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Yukumo

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Both	2	–1	0	0	1	0	B	Vil.★1	Tav.★1	–	1



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wide-Range	3	1	1	2	3	10	Wide-Range+1
Sense	2	1	3	2	2	10	Sneak
Protection	2	2	2	2	2	10	Divine Blessing

AS	NO.	DEF	COST
AS	2	6	72
AS+	2	10	113
Adv	3	19	144
Hrd	2	25	555
Hvy	4	41	1110
Tru	13	54	2110

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Yukumo Kasa	–––	Buy in Tanzia Port (1100z)
	Yukumo Dogi	O––	Buy in Tanzia Port (1100z)
	Yukumo Kote	O––	Buy in Tanzia Port (1100z)
	Yukumo Obi	O––	Buy in Tanzia Port (1100z)
	Yukumo Hakama	–––	Buy in Tanzia Port (1100z)

Yukumo Sky

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	18	–1	0	0	2	0	A	Vil.★6	Tav.★3	2700	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wide-Range	3	1	1	2	3	10	Wide-Range+1
Sharpener	3	1	2	2	2	10	Speed Sharpening
Sense	2	1	3	2	2	10	Sneak
Protection	2	2	1	3	2	10	Divine Blessing

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	21	242
Adv	2	29	316
Hrd	2	39	770
Hvy	6	87	1540
Tru	7	101	2540

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Yukumo Sky Kasa	–––	King Scarab x1, Warm Pelt x5, Gargwa Feather x5
	Yukumo Sky Dogi	OO–	King Scarab x2, Warm Pelt x3, Gargwa Feather x3
	Yukumo Sky Kote	O––	King Scarab x2, Warm Pelt x3, Gargwa Feather x3
	Yukumo Sky Obi	O––	King Scarab x1, Warm Pelt x5, Carbalite Ore x2
	Yukumo Sky Hakama	–––	King Scarab x2, Bullfango Pelt x3, Warm Pelt x2

Yukumo Land

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	9	0	1	1	3	1	B	Vil.★6	Tav.★3	2700	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wide-Range	2	2	1	2	3	10	Wide-Range+1
Precision	3	1	1	3	2	10	Steadiness+1
Sense	3	2	1	2	2	10	Sneak
Protection	2	2	2	2	2	10	Divine Blessing

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	11	242
Adv	2	17	316
Hrd	2	23	770
Hvy	7	51	1540
Tru	6	57	2540

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Yukumo Land Kasa	–––	King Scarab x1, Warm Pelt x5, Gargwa Feather x5
	Yukumo Land Dogi	O––	King Scarab x2, Warm Pelt x3, Gargwa Feather x3
	Yukumo Land Kote	OO–	King Scarab x2, Warm Pelt x3, Gargwa Feather x3
	Yukumo Land Obi	O––	King Scarab x1, Warm Pelt x5, Carbalite Ore x2
	Yukumo Land Hakama	–––	King Scarab x2, Bullfango Pelt x3, Warm Pelt x2

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Lagiacrus

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	22	–4	1	–1	2	–1	A	Vil.★4	Tav.★2	3350	3



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
CurrentRes	2	3	1	2	2	10	Current Res (Lo)
Tenderizer	1	1	3	3	2	10	Weakness Exploit
FastCharge	1	2	3	1	3	10	Focus
Status	–3	–2	–1	–2	–2	–10	Status Atk Down

AS	NO.	DEF	COST
AS	2	26	184
AS+	2	32	281
Adv	3	44	368
Hrd	2	54	835
Hvy	4	86	1670
Tru	7	100	2670

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Lagiacrus Helm	OO–	Lagiacrus Horn x2, Lagiacrus Hide x3, Lagiacrus Scale x3, Isisium x2
	Lagiacrus Mail	O––	Lagiacrus Hide x3, Shell Shocker x1, Lagiacrus Scale x4, Lightcrystal x1
	Lagiacrus Braces	–––	Lagiacrus Claw x2, Lagiacrus Hide x2, Lagiacrus Scale x4, Isisium x2
	Lagiacrus Faulds	O––	Lagiacrus Horn x1, Shell Shocker x2, Lagiacrus Scale x4, Isisium x2
	Lagiacrus Greaves	O––	Lagiacrus Scale x2, Lagiacrus Hide x1, Lagiacrus Plate x1, Lightcrystal x1

Lagiacrus

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	11	–3	2	0	3	0	B	Vil.★4	Tav.★2	3350	3



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
CurrentRes	2	3	1	2	2	10	Current Res (Lo)
Normal Up	1	2	3	1	3	10	Normal/Rapid Up
Tenderizer	3	1	2	2	2	10	Weakness Exploit
Status	–2	–2	–1	–2	–3	–10	Status Atk Down

AS	NO.	DEF	COST
AS	2	15	184
AS+	2	19	281
Adv	3	28	368
Hrd	2	34	835
Hvy	4	50	1670
Tru	7	57	2670

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Lagiacrus Cap	OO–	Lagiacrus Horn x2, Lagiacrus Hide x3, Lagiacrus Scale x3, Isisium x2
	Lagiacrus Vest	O––	Lagiacrus Hide x3, Shell Shocker x1, Lagiacrus Scale x4, Lightcrystal x1
	Lagiacrus Guards	–––	Lagiacrus Claw x2, Lagiacrus Hide x2, Lagiacrus Scale x4, Isisium x2
	Lagiacrus Coat	O––	Lagiacrus Horn x1, Shell Shocker x2, Lagiacrus Scale x4, Isisium x2
	Lagiacrus Leggings	O––	Lagiacrus Scale x2, Lagiacrus Hide x1, Lagiacrus Plate x1, Lightcrystal x1

Lagiacrus S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	53	–5	1	–1	3	–1	A	Vil.★8	Tav.★4	9000	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Sharpener	2	3	1	2	2	10	Speed Sharpening
Tenderizer	2	1	3	2	2	10	Weakness Exploit
FastCharge	1	3	3	1	2	10	Focus
Status	–2	–2	–2	–2	–2	–10	Status Atk Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	56	620
Adv	2	64	820
Hrd	2	74	1400
Hvy	2	90	2800
Tru	9	108	3800

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Lagiacrus Helm S	OO–	Lagiacrus Horn+ x2, Lagiacrus Hide+ x4, Lagiacrus Horn x2, Lagiacrus Scale x4
	Lagiacrus Mail S	–––	Lagiacrus Hide+ x4, Lagia Sapphire x1, Lagiacrus Plate x1, Barioth Pelt+ x2
	Lagiacrus Braces S	O––	Lagiacrus Claw+ x5, Shell Shocker+ x2, Lagiacrus Scale+ x5, Shell Shocker x2
	Lagiacrus Faulds S	OO–	Shell Shocker+ x2, Lagiacrus Scale+ x5, Lagiacrus Plate x1, Lagiacrus Tail x1
	Lagiacrus Greaves S	O––	Lagiacrus Scale+ x5, Lagiacrus Hide+ x4, Lagiacrus Claw+ x5, Barioth Spike x3

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Lagiacrus S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	27	–4	2	0	4	0	B	Vil.★8	Tav.★4	9000	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Normal Up	1	3	2	1	3	10	Normal/Rapid Up
Recoil	2	3	1	2	2	10	Recoil Down+1
Tenderizer	2	1	3	2	2	10	Weakness Exploit
Status	–2	–2	–2	–2	–2	–10	Status Atk Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	29	620
Adv	2	35	820
Hrd	2	41	1400
Hvy	3	53	2800
Tru	8	61	3800

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Lagiacrus Cap S	OO–	Lagiacrus Horn+ x2, Lagiacrus Hide+ x4, Lagiacrus Horn x2, Lagiacrus Scale x4
	Lagiacrus Vest S	–––	Lagiacrus Hide+ x4, Lagia Sapphire x1, Lagiacrus Plate x1, Barioth Pelt+ x2
	Lagiacrus Guards S	O––	Lagiacrus Claw+ x5, Shell Shocker+ x2, Lagiacrus Scale+ x5, Shell Shocker x2
	Lagiacrus Coat S	OO–	Shell Shocker+ x2, Lagiacrus Scale+ x5, Lagiacrus Plate x1, Lagiacrus Tail x1
	Lagiacrus Leggings S	O––	Lagiacrus Scale+ x5, Lagiacrus Hide+ x4, Lagiacrus Claw+ x5, Barioth Spike x3

Lagiacrus V

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	60	–4	2	0	3	–4	A	Vil.★9	Tav.★5	9000	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	2	2	4	3	2	13	Attack Up (S)
Blight Res	2	2	1	3	2	10	Blightproof
Destroyer	2	1	3	3	1	10	Partbreaker
Stamina	–2	–2	–2	–2	–2	–10	Short Sprinter

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	63	620
Adv	2	71	820
Hrd	2	81	1400
Hvy	2	97	2800
Tru	7	111	3800

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Lagiacrus Helm U	O––	I.Lagi Horn+ x2, I.Lagi Hide+ x5, Lagiacrus Horn+ x4, Duramboros Horn+ x2
	Lagiacrus Mail U	OO–	I.Lagi Hide+ x5, Lagia Sapphire x1, Lagiacrus Plate x1, S.Barioth Tail x1
	Lagiacrus Braces U	O––	I.Lagi Hide+ x3, I.Lagi Shocker+ x3, Lagiacrus Claw+ x4, Shell Shocker+ x3
	Lagiacrus Faulds U	O––	I.Lagi Shocker+ x3, I.Lagi Scale+ x4, Lagiacrus Plate x1, Lagiacrus Tail x2
	Lagiacrus Greaves U	OO–	I.Lagi Scale+ x4, I.Lagi Hide+ x3, Lagiacrus Claw+ x2, Barioth Spike x2

Lagiacrus V

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	30	–3	3	1	4	–3	B	Vil.★9	Tav.★5	9000	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	3	1	4	3	2	13	Attack Up (S)
Blight Res	2	2	1	3	2	10	Blightproof
Destroyer	3	1	3	2	1	10	Partbreaker
Stamina	–2	–2	–2	–2	–2	–10	Short Sprinter

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	32	620
Adv	2	38	820
Hrd	2	44	1400
Hvy	3	56	2800
Tru	6	62	3800

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Lagiacrus Cap U	O––	I.Lagi Horn+ x2, I.Lagi Hide+ x5, Lagiacrus Horn+ x4, Duramboros Horn+ x2
	Lagiacrus Vest U	OO–	I.Lagi Hide+ x5, Lagia Sapphire x1, Lagiacrus Plate x1, S.Barioth Tail x1
	Lagiacrus Guards U	O––	I.Lagi Hide+ x3, I.Lagi Shocker+ x3, Lagiacrus Claw+ x4, Shell Shocker+ x3
	Lagiacrus Coat U	O––	I.Lagi Shocker+ x3, I.Lagi Scale+ x4, Lagiacrus Plate x1, Lagiacrus Tail x2
	Lagiacrus Leggings U	OO–	I.Lagi Scale+ x4, I.Lagi Hide+ x3, Lagiacrus Claw+ x2, Barioth Spike x2

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Lagiacrus X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	90	–6	1	–1	4	–1	A	–	Tav.★7	15600	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
FreeElemnt	3	1	3		3	10	Awaken
Tenderizer	1	2	3	2	2	10	Weakness Exploit
FastCharge	1	2	3	1	3	10	Focus
Status	–2	–2	–2	–2	–2	–10	Status Atk Down
Handicraft		2	1			3	
Stam Drain				1	2	3	
Crit Draw	2					2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	106	4120
Tru	5	116	5120

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Lagiacrus Helm X	O––	Lagia Hardhorn x2, Lagiacrus Piel x5, Lagia Sapphire x1, R.Ludroth Shard x6
	Lagiacrus Mail X	O––	Lagiacrus Piel x4, Lagiacrus Mantle x1, Lagiacrus Flail x1, Barioth Fur x4
	Lagiacrus Braces X	O––	Lagiacrus Talon x3, Deathly Shocker x4, Lagiacrus Shard x4, Lightning Sac x5
	Lagiacrus Faulds X	OOO	Deathly Shocker x4, Lagiacrus Shard x5, Lagia Sapphire x1, Lagiacrus Flail x2
	Lagiacrus Greaves X	O––	Lagiacrus Shard x5, Lagiacrus Piel x4, Lagiacrus Talon x3, Purecrystal x1

Lagiacrus X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	51	–5	2	0	5	0	B	–	Tav.★7	15600	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
FreeElemnt	2	3	3		2	10	Awaken
Tenderizer	2	1	3	2	2	10	Weakness Exploit
FastCharge	2	1	3	1	3	10	Focus
Status	–2	–2	–2	–2	–2	–10	Status Atk Down
Rapid Fire		2	1			3	
Loading				2	1	3	
Stamina	2					2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	59	4120
Tru	6	65	5120

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Lagiacrus Cap X	O––	Lagia Hardhorn x2, Lagiacrus Piel x5, Lagia Sapphire x1, R.Ludroth Shard x6
	Lagiacrus Vest X	O––	Lagiacrus Piel x4, Lagiacrus Mantle x1, Lagiacrus Flail x1, Barioth Fur x4
	Lagiacrus Guards X	O––	Lagiacrus Talon x3, Deathly Shocker x4, Lagiacrus Shard x4, Lightning Sac x5
	Lagiacrus Coat X	OOO	Deathly Shocker x4, Lagiacrus Shard x5, Lagia Sapphire x1, Lagiacrus Flail x2
	Lagiacrus Leggings X	OO–	Lagiacrus Shard x5, Lagiacrus Piel x4, Lagiacrus Talon x3, Purecrystal x1

Lagiacrus Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	92	–5	2	0	4	–5	A	–	Tav.★7	15600	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	3	1	5	2	4	15	Attack Up (M)
Blight Res	2	1	2	2	3	10	Blightproof
Destroyer	2	1	2	2	3	10	Partbreaker
Stamina	–2	–2	–2	–2	–2	–10	Short Sprinter

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	108	4120
Tru	4	116	5120

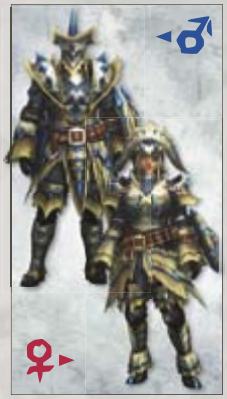
PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Lagiacrus Helm Z	O––	I.Lagi Hardhorn x2, I.Lagi Piel x4, Lagiacrus Mantle x1, Lagiacrus Plate x3
	Lagiacrus Mail Z	OOO	I.Lagi Piel x4, Lagiacrus Talon x1, Lagia Sapphire x1, S.Barioth Fur x5
	Lagiacrus Braces Z	O––	I.Lagi Shard x5, Lagiacrus Talon x3, I.Lagi D-Shocker x4, High Voltstone x3
	Lagiacrus Faulds Z	OO–	I.Lagi D-Shocker x4, I.Lagi Shard x5, Lagia Sapphire x1, Lagiacrus Flail x1
	Lagiacrus Greaves Z	O––	I.Lagi Shard x5, I.Lagi Piel x4, Lagiacrus Talon x3, Meldspar Ore x3

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Lagiacrus Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	52	–4	3	1	5	–4	B	–	Tav.★7	15600	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	3	1	5	2	4	15	Attack Up (M)
Blight Res	3	1	1	2	3	10	Blightproof
Destroyer	2	1	2	2	3	10	Partbreaker
Stamina	–2	–2	–2	–2	–2	–10	Short Sprinter

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	60	4120
Tru	4	64	5120

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Lagiacrus Cap Z	O––	I.Lagi Hardhorn x2, I.Lagi Piel x4, Lagiacrus Mantle x1, Lagiacrus Plate x3
	Lagiacrus Vest Z	OOO	I.Lagi Piel x4, Lagiacrus Talon x1, Lagia Sapphire x1, S.Barioth Fur x5
	Lagiacrus Guards Z	O––	I.Lagi Shard x5, Lagiacrus Talon x3, I.Lagi D-Shocker x4, High Voltstone x3
	Lagiacrus Coat Z	OO–	I.Lagi D-Shocker x4, I.Lagi Shard x5, Lagia Sapphire x1, Lagiacrus Flail x1
	Lagiacrus Leggings Z	O––	I.Lagi Shard x5, I.Lagi Piel x4, Lagiacrus Talon x3, Meldspar Ore x3

Volvidon

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	16	1	–3	–1	0	1	A	Vil.★5	Tav.★2	1650	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Evasion	1	3	2	1		10	Evasion+1
Tremor Resistance	3	1	1	4		10	Tremor Resistance
Attack	2	2	3	1		10	Attack Up (S)
Cold Res	–2	–2	–2	–2		–10	Cold Surge
Torso Up					E		

AS	NO.	DEF	COST
AS	2	20	116
AS+	2	26	179
Adv	3	38	232
Hrd	2	48	665
Hvy	4	80	1330
Tru	10	100	2330

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Volvidon Helm	–––	Volvidon Claw x2, Volvidon Shell x2, Monster Fluid x2, Dragonite Ore x4
	Volvidon Mail	O––	Volvidon Shell x3, Volvi Rickrack x1, Jumbo Bone x2, Uroktor Scale x4
	Volvidon Vambraces	OO–	Volvidon Claw x2, Volvi Rickrack x2, Jumbo Bone x2, Uroktor Scale x4
	Volvidon Faulds	O––	Volvidon Shell x3, Paralysis Sac x4, Monster Fluid x1, Firestone x1
	Volvidon Leggings	–––	Volvidon Claw x2, Volvidon Shell x2, Volvi Rickrack x1, Earth Crystal x4

Volvidon

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	8	2	–2	0	1	2	B	Vil.★5	Tav.★2	1650	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Normal Up	3	1	2	3		10	Normal/Rapid Up
Evasion	3	2	1	2		10	Evasion+1
Attack	1	2	3	2		10	Attack Up (S)
Cold Res	–2	–2	–2	–2		–10	Cold Surge
Torso Up					E		

AS	NO.	DEF	COST
AS	2	12	116
AS+	2	16	179
Adv	3	25	232
Hrd	2	31	665
Hvy	4	47	1330
Tru	9	56	2330

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Volvidon Cap	–––	Volvidon Claw x2, Volvidon Shell x2, Monster Fluid x2, Dragonite Ore x4
	Volvidon Vest	O––	Volvidon Shell x3, Volvi Rickrack x1, Jumbo Bone x2, Uroktor Scale x4
	Volvidon Guards	OO–	Volvidon Claw x2, Volvi Rickrack x2, Jumbo Bone x2, Uroktor Scale x4
	Volvidon Coat	O––	Volvidon Shell x3, Paralysis Sac x4, Monster Fluid x1, Firestone x1
	Volvidon Leggings	–––	Volvidon Claw x2, Volvidon Shell x2, Volvi Rickrack x1, Earth Crystal x4

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Volvidon S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	44	2	–4	–1	0	1	A	Vil.★7	Tav.★4	8450	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	2	4	3	2		15	Attack Up (M)
Evasion	2	2	2	2		10	Evasion+1
Tremor Resistance	2	1	2	4		10	Tremor Resistance
Cold Res	–2	–2	–2	–2		–10	Cold Surge
Torso Up					E		

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	47	587
Adv	2	55	776
Hrd	2	65	1345
Hvy	2	81	2690
Tru	11	103	3690

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Volvidon Helm S	OO–	Volvidon Claw+ x3, Volvi Carapace x3, Monster Broth x3, Firestone x2
	Volvidon Mail S	O––	Volvi Carapace x3, Volvi Rickrack x4, Stoutbone x2, Carbalite Ore x3
	Volvidon Vambraces S	O––	Volvidon Claw+ x3, Omniplegia Sac x6, Stoutbone x3, Dragonite Ore x5
	Volvidon Faulds S	O––	Volvi Carapace x3, Volvi Rickrack x4, Monster Broth x3, Firestone x2
	Volvidon Greaves S	–––	Volvidon Claw+ x3, Volvi Carapace x3, Volvi Rickrack x1, Fucium Ore x2

Volvidon S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	22	3	–3	0	1	2	B	Vil.★7	Tav.★4	8450	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	3	4	3	1		15	Attack Up (M)
Evasion	2	2	2	2		10	Evasion+1
Tremor Resistance	2	1	2	4		10	Tremor Resistance
Cold Res	–2	–2	–2	–2		–10	Cold Surge
Torso Up					E		

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	24	587
Adv	2	30	776
Hrd	2	36	1345
Hvy	3	48	2690
Tru	10	58	3690

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Volvidon Cap S	OO–	Volvidon Claw+ x3, Volvi Carapace x3, Monster Broth x3, Firestone x2
	Volvidon Vest S	O––	Volvi Carapace x3, Volvi Rickrack x4, Stoutbone x2, Carbalite Ore x3
	Volvidon Guards S	O––	Volvidon Claw+ x3, Omniplegia Sac x6, Stoutbone x3, Dragonite Ore x5
	Volvidon Coat S	O––	Volvi Carapace x3, Volvi Rickrack x4, Monster Broth x3, Firestone x2
	Volvidon Leggings S	–––	Volvidon Claw+ x3, Volvi Carapace x3, Volvi Rickrack x1, Fucium Ore x2

Volvidon X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	72	3	–5	–1	0	2	A	–	Tav.★6	12300	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Evasion	1	2	2	3		10	Evasion+1
Tremor Resistance	1	2	3	2		10	Tremor Resistance
Biology	3	1	4	1		10	Bio Master
FreeElemnt		2				4	
Fencing			2	2		4	
Torso Up					E		
Water Res	–2	–1	–2	–2		–8	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	2	82	1730
Hvy	2	98	3460
Tru	8	114	4460

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Volvidon Helm X	OOO	Volvidon Talon x3, Volvidon Cortex x3, Monster Essence x3, Firecell Stone x2
	Volvidon Mail X	O––	Volvidon Cortex x3, G.Wroggi Piel x3, Massive Bone x2, Firecell Stone x3
	Volvidon Vambraces X	–––	Volvidon Talon x3, Omniplegia Sac x6, Massive Bone x3, Eltalite Ore x5
	Volvidon Faulds X	OO–	Volvidon Cortex x3, Volvi Rickrack x5, Monster Essence x3, Firecell Stone x2
	Volvidon Greaves X	–––	Volvidon Talon x3, Volvidon Cortex x3, Crushing Fang x2, Eltalite Ore x2

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Volvidon X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	42	4	–4	0	1	3	B	–	Tav.★6	12300	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Evasion	2	2	1	3		10	Evasion+1
Tremor Resistance	1	2	3	2		10	Tremor Resistance
Biology	3	1	4	1		10	Bio Master
FreeElemnt		2				4	
FastCharge			2	2		4	
Torso Up					E		
Water Res	–1	–2	–2	–1		–8	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	2	48	1730
Hvy	2	56	3460
Tru	8	64	4460

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Volvidon Cap X	OOO	Volvidon Talon x3, Volvidon Cortex x3, Monster Essence x3, Firecell Stone x2
	Volvidon Vest X	O––	Volvidon Cortex x3, G.Wroggi Piel x3, Massive Bone x2, Firecell Stone x3
	Volvidon Guards X	–––	Volvidon Talon x3, Omniplegia Sac x6, Massive Bone x3, Eltalite Ore x5
	Volvidon Coat X	OO–	Volvidon Cortex x3, Volvi Rickrack x5, Monster Essence x3, Firecell Stone x2
	Volvidon Leggings X	–––	Volvidon Talon x3, Volvidon Cortex x3, Crushing Fang x2, Eltalite Ore x2

Rath Soul

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	55	3	0	–2	0	–4	A	Vil.★9	Tav.★5	9000	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Expert	1	3	5	3	3	15	Critical Eye+2
Sharpness	2	1	2	3	2	10	Razor Sharp
Hearing	1	2	1	3	3	10	Earplugs
Health	–2	–2	–2	–2	–2	–10	Health–10

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	58	620
Adv	2	66	820
Hrd	2	76	1400
Hvy	2	92	2800
Tru	9	110	3800

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rath Soul Helm	OOO	A.Rath Carapace x2, A.Rathalos Wing x1, Rathalos Ruby x1, King Scarab x3
	Rath Soul Mail	O––	A.Rath Carapace x3, A.Rath Scale+ x3, Inferno Sac x3, Monster Hardbone x2
	Rath Soul Braces	O––	A.Rath Carapace x2, A.Rathalos Tail x3, Monster Hardbone x3, Carbalite Ore x3
	Rath Soul Coil	O––	A.Rath Carapace x2, A.Rath Scale+ x4, Carbalite Ore x3, Inferno Sac x2
	Rath Soul Greaves	O––	A.Rath Carapace x2, A.Rath Scale+ x3, Rathalos Ruby x1, Firecell Stone x2

Rath Soul

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	28	4	1	–1	1	–3	B	Vil.★9	Tav.★5	9000	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Expert	1	3	5	3	3	15	Critical Eye+2
Normal Up	2	1	1	3	3	10	Normal/Rapid Up
Hearing	2	2	1	2	3	10	Earplugs
Health	–2	–2	–2	–2	–2	–10	Health–10

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	30	620
Adv	2	36	820
Hrd	2	42	1400
Hvy	3	54	2800
Tru	8	62	3800

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rath Soul Cap	OOO	A.Rath Carapace x2, A.Rathalos Wing x1, Rathalos Ruby x1, King Scarab x3
	Rath Soul Vest	O––	A.Rath Carapace x3, A.Rath Scale+ x3, Inferno Sac x3, Monster Hardbone x2
	Rath Soul Guards	O––	A.Rath Carapace x2, A.Rathalos Tail x3, Monster Hardbone x3, Carbalite Ore x3
	Rath Soul Coat	O––	A.Rath Carapace x2, A.Rath Scale+ x4, Carbalite Ore x3, Inferno Sac x2
	Rath Soul Leggings	–––	A.Rath Carapace x2, A.Rath Scale+ x3, Rathalos Ruby x1, Firecell Stone x2

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Rath Soul Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	90	4	0	–2	0	–6	A	–	Tav.★7	14750	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Expert	2	3	6	5	4	20	Critical Eye+3
Fencing	1	1	3	3	2	10	Mind's Eye
Hearing	2	1	1	4	2	10	Earplugs
Health	–2	–2	–2	–2	–2	–10	Health–10

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	106	3950
Tru	5	116	4950

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rath Soul Helm Z	OOO	A.Rathalos Shard x2, Rathalos Fellwing x2, Rathalos Mantle x1, Flutterfly x2
	Rath Soul Mail Z	OO–	A.Rathalos Shard x3, A.Rath Cortex x3, Conflagrant Sac x3, Monster Slogbone x3
	Rath Soul Braces Z	O––	A.Rath Cortex x2, A.Rathalos Lash x2, Monster Slogbone x3, Eltalite Ore x5
	Rath Soul Coil Z	–––	A.Rath Cortex x2, A.Rathalos Shard x4, Eltalite Ore x5, Conflagrant Sac x2
	Rath Soul Greaves Z	OO–	A.Rath Cortex x2, A.Rathalos Shard x3, Rathalos Mantle x1, Purecrystal x1

Rath Soul Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	51	5	1	–1	1	–5	B	–	Tav.★7	14750	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Expert	2	2	6	5	5	20	Critical Eye+3
Loading	1	2	3	2	2	10	Load Up
Hearing	3	1	1	4	1	10	Earplugs
Health	–2	–2	–2	–2	–2	–10	Health–10

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	59	3950
Tru	5	64	4950

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rath Soul Cap Z	OOO	A.Rathalos Shard x2, Rathalos Fellwing x2, Rathalos Mantle x1, Flutterfly x2
	Rath Soul Mail Z	OO–	A.Rathalos Shard x3, A.Rath Cortex x3, Conflagrant Sac x3, Monster Slogbone x3
	Rath Soul Guards Z	O––	A.Rath Cortex x2, A.Rathalos Lash x2, Monster Slogbone x3, Eltalite Ore x5
	Rath Soul Coat Z	–––	A.Rath Cortex x2, A.Rathalos Shard x4, Eltalite Ore x5, Conflagrant Sac x2
	Rath Soul Leggings Z	OO–	A.Rath Cortex x2, A.Rathalos Shard x3, Rathalos Mantle x1, Purecrystal x1

Rath Heart

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	49	3	0	0	–2	–4	A	Vil.★6	Tav.★3	8800	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wind Res	2	3	2	4	4	15	Windproof (Hi)
Fire Atk	2	3	5	2	1	13	Fire Atk+1
Potential	3	2	1	2	2	10	Adrenaline +1
Sense	–1	–1	–1	–1	–1	–5	

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	52	608
Adv	2	60	804
Hrd	2	70	1380
Hvy	3	94	2760
Tru	6	106	3760

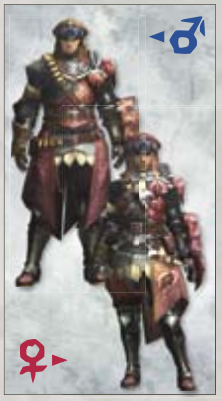
PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rath Heart Helm	O––	P.Rath Carapace x2, P.Rathian Scale+ x3, Monster Keenbone x2, Rathian Spike+ x2
	Rath Heart Mail	O––	P.Rathian Scale+ x3, P.Rath Carapace x2, Carbalite Ore x4, Rathian Ruby x1
	Rath Heart Braces	O––	P.Rath Carapace x2, P.Rathian Scale+ x4, Monster Keenbone x3, Rathian Plate x1
	Rath Heart Coil	O––	P.Rathian Scale+ x3, P.Rath Carapace x2, Inferno Sac x2, Rathian Ruby x1
	Rath Heart Greaves	O––	P.Rath Carapace x2, P.Rathian Scale+ x4, Monster Keenbone x3, Carbalite Ore x5

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From the Library of Hao Feng

Rath Heart

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	25	4	1	1	–1	–3	B	Vil.★6	Tav.★3	8800	6



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wind Res	2	3	2	4	4	15	Windproof (Hi)
Fire Atk	3	2	5	2	1	13	Fire Atk+1
Potential	2	2	1	2	3	10	Adrenaline +1
Sense	–1	–1	–1	–1	–1	–5	

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	27	608
Adv	2	33	804
Hrd	2	39	1380
Hvy	4	55	2760
Tru	5	60	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rath Heart Cap	O––	P.Rath Carapace x2, P.Rathian Scale+ x3, Monster Keenbone x2, Rathian Spike+ x2
	Rath Heart Vest	O––	P.Rathian Scale+ x3, P.Rath Carapace x2, Carbalite Ore x4, Rathian Ruby x1
	Rath Heart Guards	O––	P.Rath Carapace x2, P.Rathian Scale+ x4, Monster Keenbone x3, Rathian Plate x1
	Rath Heart Coat	O––	P.Rathian Scale+ x3, P.Rath Carapace x2, Inferno Sac x2, Rathian Ruby x1
	Rath Heart Leggings	O––	P.Rath Carapace x2, P.Rathian Scale+ x4, Monster Keenbone x3, Carbalite Ore x5

Rath Heart Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	80	4	0	0	–2	–5	A	–	Tav.★6	13300	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wind Res	2	3	2	4	4	15	Windproof (Hi)
Fire Atk	2	1	3	3	4	13	Fire Atk+1
Potential	2	2	2	3	1	10	Adrenaline +1
LastingPwr	1	2	2	3	2	10	Item Effect Up
Sense	–1	–1	–1	–1	–1	–5	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	85	1830
Hvy	2	101	3660
Tru	7	115	4660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rath Heart Helm Z	OO–	P.Rathian Cortex x2, P.Rathian Shard x3, Monster Slogbone x2, Rathian Surspike x2
	Rath Heart Mail Z	O––	P.Rathian Shard x3, P.Rathian Cortex x2, Eltalite Ore x4, Rathian Mantle x1
	Rath Heart Braces Z	OO–	P.Rathian Cortex x2, P.Rathian Shard x4, Monster Slogbone x3, Rath Medulla x1
	Rath Heart Coil Z	–––	P.Rathian Shard x3, P.Rathian Cortex x2, Conflagrant Sac x2, Rathian Ruby x1
	Rath Heart Greaves Z	O––	P.Rathian Cortex x2, P.Rathian Shard x4, Monster Slogbone x3, Purecrystal x1

Rath Heart Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	46	5	1	1	–1	–4	B	–	Tav.★6	13300	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Wind Res	1	3	3	4	4	15	Windproof (Hi)
Fire Atk	3	2	2	3	3	13	Fire Atk+1
Potential	3	1	2	2	2	10	Adrenaline +1
LastingPwr	2	2	2	2	2	10	Item Effect Up
Sense	–1	–1	–1	–1	–1	–5	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	49	1830
Hvy	2	57	3660
Tru	7	64	4660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rath Heart Cap Z	OO–	P.Rathian Cortex x2, P.Rathian Shard x3, Monster Slogbone x2, Rathian Surspike x2
	Rath Heart Vest Z	O––	P.Rathian Shard x3, P.Rathian Cortex x2, Eltalite Ore x4, Rathian Mantle x1
	Rath Heart Guards Z	OO–	P.Rathian Cortex x2, P.Rathian Shard x4, Monster Slogbone x3, Rath Medulla x1
	Rath Heart Coat Z	O––	P.Rathian Shard x3, P.Rathian Cortex x2, Conflagrant Sac x2, Rathian Ruby x1
	Rath Heart Leggings Z	O––	P.Rathian Cortex x2, P.Rathian Shard x4, Monster Slogbone x3, Purecrystal x1

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Rhenoplos

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	9	1	–1	–1	–1	1	A	Vil.★2	Tav.★1	850	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Artillery	1	2	2	2	3	10	Artillery Novice
KO	1	1	3	2	3	10	Knockout King
Mud/Snow	1	2	1	3	3	10	Negate Mud/Snow
Ice Res	–2	–2	–2	–1	–1	–8	

AS	NO.	DEF	COST
AS	2	13	84
AS+	2	19	131
Adv	3	31	168
Hrd	2	41	585
Hvy	4	73	1170
Tru	14	101	2170

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rhenoplos Helm	O––	Rhenoplos Scalp x1, Rhenoplos Shell x2, Ice Crystal x2
	Rhenoplos Mail	O––	Rhenoplos Scalp x1, Rhenoplos Shell x2, Earth Crystal x2
	Rhenoplos Vambraces	O––	Rhenoplos Shell x2, Monster Bone M x4, Ice Crystal x2
	Rhenoplos Coil	O––	Rhenoplos Shell x2, Rhenoplos Scalp x1, Earth Crystal x2
	Rhenoplos Greaves	–––	Rhenoplos Shell x2, Monster Bone S x6, Ice Crystal x2

Rhenoplos

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	5	2	0	0	0	2	B	Vil.★2	Tav.★1	850	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Artillery	1	1	3	2	3	10	Artillery Novice
KO	2	1	2	3	2	10	Knockout King
Mud/Snow	2	2	1	2	3	10	Negate Mud/Snow
Ice Res	–2	–2	–2	–1	–1	–8	

AS	NO.	DEF	COST
AS	2	9	84
AS+	2	13	131
Adv	3	22	168
Hrd	2	28	585
Hvy	4	44	1170
Tru	12	56	2170

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rhenoplos Cap	O––	Rhenoplos Scalp x1, Rhenoplos Shell x2, Ice Crystal x2
	Rhenoplos Vest	O––	Rhenoplos Scalp x1, Rhenoplos Shell x2, Earth Crystal x2
	Rhenoplos Guards	O––	Rhenoplos Shell x2, Monster Bone M x4, Ice Crystal x2
	Rhenoplos Coat	O––	Rhenoplos Shell x2, Rhenoplos Scalp x1, Earth Crystal x2
	Rhenoplos Leggings	–––	Rhenoplos Shell x2, Monster Bone S x6, Ice Crystal x2

Rhenoplos S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	32	2	–1	–1	–1	1	A	Vil.★6	Tav.★3	6900	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Artillery	2	1	3	3	1	10	Artillery Novice
KO	2	1	2	2	3	10	Knockout King
FastCharge	1	2	2	2	3	10	Focus
Mud/Snow	1	2	3	2	2	10	Negate Mud/Snow
Stun	–3	–3	–1	–2	–1	–10	Double Stun

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	35	494
Adv	2	43	652
Hrd	2	53	1190
Hvy	4	85	2380
Tru	8	101	3380

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rhenoplos Helm S	O––	Rheno Carapace x3, Rhenoplos Scalp x1, Ice Crystal x3
	Rhenoplos Mail S	O––	Rheno Carapace x1, Rhenoplos Scalp x1, Carbalite Ore x2
	Rhenoplos Braces S	O––	Rheno Carapace x3, Monster Bone M x4, Ice Crystal x3
	Rhenoplos Coil S	O––	Rheno Carapace x1, Rhenoplos Scalp x1, Ice Crystal x3
	Rhenoplos Greaves S	O––	Rheno Carapace x3, Monster Bone S x6, Carbalite Ore x2

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Rhenoplos S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	16	3	0	0	0	2	B	Vil.★6	Tav.★3	6900	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Artillery	2	2	2	3	1	10	Artillery Novice
KO	2	1	2	2	3	10	Knockout King
FastCharge	2	1	3	1	3	10	Focus
Mud/Snow	2	2	1	3	2	10	Negate Mud/Snow
Stun	–3	–3	–1	–2	–1	–10	Double Stun

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	18	494
Adv	2	24	652
Hrd	2	30	1190
Hvy	5	50	2380
Tru	7	57	3380

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rhenoplos Cap S	O––	Rheno Carapace x3, Rhenoplos Scalp x1, Ice Crystal x3
	Rhenoplos Vest S	O––	Rheno Carapace x1, Rhenoplos Scalp x1, Carbalite Ore x2
	Rhenoplos Guards S	OO–	Rheno Carapace x3, Monster Bone M x4, Ice Crystal x3
	Rhenoplos Coat S	O––	Rheno Carapace x1, Rhenoplos Scalp x1, Ice Crystal x3
	Rhenoplos Leggings S	O––	Rheno Carapace x3, Monster Bone S x6, Carbalite Ore x2

Rhenoplos X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	68	3	–2	–2	–2	2	A	–	Tav.★6	11700	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
CurrentRes	2	1	2	1	4	10	Current Res (Lo)
Artillery	2	1	2	3	2	10	Artillery Novice
KO	3	2	1	3	1	10	Knockout King
FastCharge	2	2	2	3	1	10	Focus
Guts					3	3	
Crit Draw	2			1		3	
FreeElemnt		2				2	
Handicraft			2			2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	2	78	1670
Hvy	2	94	3340
Tru	9	112	4340

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rhenoplos Helm X	O––	Rhenoplos Bone x2, Massive Bone x3, Gracium x4
	Rhenoplos Mail X	O––	Rhenoplos Bone x2, Monster Bone L x3, Eltalite Ore x2
	Rhenoplos Braces X	OO–	Rhenoplos Bone x3, Avian Stoutbone x6, Gracium x4
	Rhenoplos Coil X	O––	Rhenoplos Bone x1, Massive Bone x4, Gracium x4
	Rhenoplos Greaves X	O––	Rhenoplos Bone x3, Monster Bone L x8, Eltalite Ore x2

Rhenoplos X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	40	4	–1	–1	–1	3	B	–	Tav.★6	11700	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
CurrentRes	2	2	1	1	4	10	Current Res (Lo)
Artillery	3	1	2	3	1	10	Artillery Novice
KO	2	2	3	2	1	10	Knockout King
FastCharge	3	1	1	3	2	10	Focus
Guts					3	3	
Destroyer	1			2		3	
FreeElemnt		2				2	
Loading			2			2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	2	46	1670
Hvy	2	54	3340
Tru	9	63	4340

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rhenoplos Cap X	O––	Rhenoplos Bone x2, Massive Bone x3, Gracium x4
	Rhenoplos Vest X	O––	Rhenoplos Bone x2, Monster Bone L x3, Eltalite Ore x2
	Rhenoplos Guards X	OO–	Rhenoplos Bone x3, Avian Stoutbone x6, Gracium x4
	Rhenoplos Coat X	O––	Rhenoplos Bone x1, Massive Bone x4, Gracium x4
	Rhenoplos Leggings X	O––	Rhenoplos Bone x3, Monster Bone L x8, Eltalite Ore x2

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Ludroth

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	14	–3	2	–1	–1	1	A	Vil.★3	Tav.★1	1350	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Water Atk	2	2	3	1	2	10	Water Atk+1
Stamina	2	2	1	3	2	10	Marathon Runner
Heat Res	2	2	2	2	2	10	Heat Cancel
Oxygen	2	1	1	2	2	8	
ThunderRes	–2	–2	–2	–1	–1	–8	

AS	NO.	DEF	COST
AS	2	18	104
AS+	2	24	161
Adv	3	36	208
Hrd	2	46	635
Hvy	4	78	1270
Tru	11	100	2270

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Ludroth Helm	–––	R.Ludroth Crest x2, R.Ludroth Tail x1, R.Ludroth Scale x2, Carpenterbug x3
	Ludroth Mail	O––	Spongy Hide x2, R.Ludroth Claw x1, Hydro Hide x3, Killer Beetle x2
	Ludroth Vambraces	O––	R.Ludroth Claw x1, R.Ludroth Scale x2, Spongy Hide x2, Aqua Sac x2
	Ludroth Faulds	O––	Hydro Hide x3, Immature Sponge x5, Monster Bone S x4, Killer Beetle x2
	Ludroth Greaves	O––	R.Ludroth Claw x2, R.Ludroth Scale x3, Spongy Hide x2, Carpenterbug x3

Ludroth

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	7	–2	3	0	0	2	B	Vil.★3	Tav.★1	1350	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Water Atk	2	2	3	1	2	10	Water Atk+1
Stamina	3	2	1	2	2	10	Marathon Runner
Heat Res	2	2	2	2	2	10	Heat Cancel
Oxygen	1	2	2	1	2	8	
ThunderRes	–2	–2	–1	–2	–1	–8	

AS	NO.	DEF	COST
AS	2	11	104
AS+	2	15	161
Adv	3	24	208
Hrd	2	30	635
Hvy	4	46	1270
Tru	11	57	2270

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Ludroth Cap	O––	R.Ludroth Crest x2, R.Ludroth Tail x1, R.Ludroth Scale x2, Carpenterbug x3
	Ludroth Vest	–––	Spongy Hide x2, R.Ludroth Claw x1, Hydro Hide x3, Killer Beetle x2
	Ludroth Guards	O––	R.Ludroth Claw x1, R.Ludroth Scale x2, Spongy Hide x2, Aqua Sac x2
	Ludroth Coat	O––	Hydro Hide x3, Immature Sponge x5, Monster Bone S x4, Killer Beetle x2
	Ludroth Leggings	O––	R.Ludroth Claw x2, R.Ludroth Scale x3, Spongy Hide x2, Carpenterbug x3

Ludroth S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	42	–4	3	–1	–1	1	A	Vil.★6	Tav.★3	7500	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Oxygen	2	2	2	2	2	10	Endless Oxygen
Water Atk	2	2	3	1	2	10	Water Atk+1
Stamina	2	2	1	3	2	10	Marathon Runner
ThunderAtk	–2	–2	–2	–2	–2	–10	Thunder Atk Down
Hearing	2	1	1	1	3	8	

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	45	530
Adv	2	53	700
Hrd	2	63	1250
Hvy	3	87	2500
Tru	8	103	3500

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Ludroth Helm S	O––	R.Ludroth Crest+ x2, R.Ludroth Scale+ x3, R.Ludroth Tail x1, Torrent Sac x2
	Ludroth Mail S	O––	Spongy Hide+ x3, Hydro Hide+ x3, Hydro Hide x6, King Scarab x2
	Ludroth Vambraces S	O––	R.Ludroth Claw+ x3, R.Ludroth Scale+ x4, Spongy Hide+ x2, Hercudrome x5
	Ludroth Faulds S	OO–	Hydro Hide+ x4, Immature Sponge x6, Monster Keenbone x2, King Scarab x2
	Ludroth Leggings S	O––	R.Ludroth Claw+ x2, R.Ludroth Scale+ x3, Spongy Hide+ x3, Killer Beetle x5

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Ludroth S

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
21	–3	4	0	0	2	B	Vil.★6	Tav.★3	7500	5

Gunner



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Oxygen	1	2	3	3	1	10	Endless Oxygen
Water Atk	2	2	3	1	2	10	Water Atk+1
Stamina	3	2	1	2	2	10	Marathon Runner
ThunderAtk	–2	–2	–2	–2	–2	–10	Thunder Atk Down
Hearing	3	1	1	1	2	8	

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	23	530
Adv	2	29	700
Hrd	2	35	1250
Hvy	4	51	2500
Tru	7	58	3500

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Ludroth Cap S	O––	R.Ludroth Crest+ x2, R.Ludroth Scale+ x3, R.Ludroth Tail x1, Torrent Sac x2
	Ludroth Vest S	O––	Spongy Hide+ x3, Hydro Hide+ x3, Hydro Hide x6, King Scarab x2
	Ludroth Guards S	O––	R.Ludroth Claw+ x3, R.Ludroth Scale+ x4, Spongy Hide+ x2, Hercudrome x5
	Ludroth Coat S	OO–	Hydro Hide+ x4, Immature Sponge x6, Monster Keenbone x2, King Scarab x2
	Ludroth Leggings S	O––	R.Ludroth Claw+ x2, R.Ludroth Scale+ x3, Spongy Hide+ x3, Killer Beetle x5

Ludroth V

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
42	–4	3	0	–2	1	A	Vil.★6	Tav.★3	7500	6

Blademaster



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hunger	4	3	3	1	4	15	Negate Hunger
Status	1	1	3	3	4	12	Status Atk +1
Stamina	2	1	3	2	2	10	Marathon Runner
ThunderRes	–2	–2	–2	–2	–2	–10	Thunder Res –20

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	45	530
Adv	2	53	700
Hrd	2	63	1250
Hvy	3	87	2500
Tru	8	103	3500

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Ludroth Helm U	O––	P.Ludroth Scale+ x3, R.Ludroth Crest+ x3, R.Ludroth Tail x1, Hercudrome x5
	Ludroth Mail U	OO–	Plum Spongy Hide x3, Hydro Hide+ x3, Hydro Hide x6, King Scarab x2
	Ludroth Vambraces U	–––	P.Ludroth Claw+ x4, Plum Spongy Hide x2, P.Ludroth Scale+ x2, Torrent Sac x2
	Ludroth Faulds U	OO–	Plum Spongy Hide x3, Immature Sponge x6, Monster Keenbone x2, King Scarab x2
	Ludroth Greaves U	O––	P.Ludroth Claw+ x3, P.Ludroth Scale+ x3, Hydro Hide+ x3, Killer Beetle x5

Ludroth V

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
21	–3	4	1	–1	2	B	Vil.★6	Tav.★3	7500	6

Gunner



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hunger	4	3	2	3	3	15	Negate Hunger
Status	2	1	4	2	3	12	Status Atk +1
Stamina	3	1	3	1	2	10	Marathon Runner
ThunderRes	–2	–2	–2	–2	–2	–10	Thunder Res –20

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	23	530
Adv	2	29	700
Hrd	2	35	1250
Hvy	4	51	2500
Tru	7	58	3500

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Ludroth Cap U	O––	P.Ludroth Scale+ x3, R.Ludroth Crest+ x3, R.Ludroth Tail x1, Hercudrome x5
	Ludroth Vest U	OO–	Plum Spongy Hide x3, Hydro Hide+ x3, Hydro Hide x6, King Scarab x2
	Ludroth Guards U	–––	P.Ludroth Claw+ x4, Plum Spongy Hide x2, P.Ludroth Scale+ x2, Torrent Sac x2
	Ludroth Coat U	OO–	Plum Spongy Hide x3, Immature Sponge x6, Monster Keenbone x2, King Scarab x2
	Ludroth Leggings U	O––	P.Ludroth Claw+ x3, P.Ludroth Scale+ x3, Hydro Hide+ x3, Killer Beetle x5

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Ludroth X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	78	–5	4	–1	–1	1	A	–	Tav.★6	12800	8



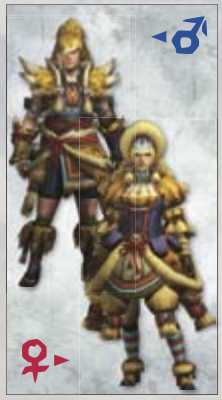
SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Water Atk	4	2	5	2	2	15	Water Atk+2
Stamina	1	2	1	3	3	10	Marathon Runner
ThunderAtk	–3	–1	–2	–2	–2	–10	Thunder Atk Down
Hearing	2	1	2	2	1	8	
Fate		2		1		3	
Eating	1		1		1	3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	83	1780
Hvy	2	99	3560
Tru	8	115	4560

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Ludroth Helm X	–––	Chic Crest x2, R.Ludroth Shard x3, R.Ludroth Lash x1, Flood Sac x2
	Ludroth Mail X	O––	Spongy Piel x3, Supple Piel x4, Hydro Hide+ x6, Flutterfly x1
	Ludroth Vambraces X	O––	R.Ludroth Talon x3, R.Ludroth Shard x4, Spongy Piel x2, Emperor Hopper x5
	Ludroth Faulds X	OO–	R.Ludroth Shard x4, Supple Piel x6, Massive Bone x2, R.Ludroth Lash x1
	Ludroth Greaves X	OO–	R.Ludroth Talon x2, R.Ludroth Shard x3, Spongy Hide+ x3, Emperor Hopper x5

Ludroth X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	45	–4	5	0	0	2	B	–	Tav.★6	12800	8



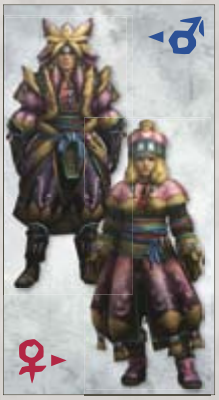
SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Water Atk	4	3	4	2	2	15	Water Atk+2
Stamina	1	1	2	4	2	10	Marathon Runner
ThunderAtk	–2	–2	–2	–2	–2	–10	Thunder Atk Down
Hearing	1	2	1	2	2	8	
Fate		2		1		3	
Eating	1		1		1	3	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	48	1780
Hvy	2	56	3560
Tru	8	64	4560

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Ludroth Cap X	O––	Chic Crest x2, R.Ludroth Shard x3, R.Ludroth Lash x1, Flood Sac x2
	Ludroth Vest X	–––	Spongy Piel x3, Supple Piel x4, Hydro Hide+ x6, Flutterfly x1
	Ludroth Guards X	OO–	R.Ludroth Talon x3, R.Ludroth Shard x4, Spongy Piel x2, Emperor Hopper x5
	Ludroth Coat X	O––	R.Ludroth Shard x4, Supple Piel x6, Massive Bone x2, R.Ludroth Lash x1
	Ludroth Leggings X	OO–	R.Ludroth Talon x2, R.Ludroth Shard x3, Spongy Hide+ x3, Emperor Hopper x5

Ludroth Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	78	–5	4	0	–2	1	A	–	Tav.★6	12800	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hunger	4	3	3	3	2	15	Negate Hunger
Status	2	1	4	2	4	13	Status Atk +1
Stamina	2	1	3	2	2	10	Marathon Runner
Poison	3	3	1	2	1	10	Negate Poison

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	83	1780
Hvy	2	99	3560
Tru	8	115	4560

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Ludroth Helm Z	O––	P.Ludroth Shard x3, Chic Crest x2, R.Ludroth Lash x1, Emperor Hopper x5
	Ludroth Mail Z	O––	Plum Spongy Piel x3, Supple Piel x4, Hydro Hide+ x6, R.Ludroth Lash x1
	Ludroth Vambraces Z	O––	P.Ludroth Talon x4, Plum Spongy Piel x2, P.Ludroth Shard x2, Flood Sac x2
	Ludroth Faulds Z	OO–	Plum Spongy Piel x3, Supple Piel x6, Massive Bone x2, Flutterfly x1
	Ludroth Greaves Z	OO–	P.Ludroth Talon x3, P.Ludroth Shard x3, Spongy Hide+ x3, Eltalite Ore x5

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Ludroth Z

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	45	–4	5	1	–1	2	B	–	Tav.★6	12800	9



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hunger	3	3	2	4	3	15	Negate Hunger
Status	2	2	3	2	4	13	Status Atk +1
Stamina	4	1	3	1	1	10	Marathon Runner
Poison	2	3	2	2	1	10	Negate Poison

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	48	1780
Hvy	2	56	3560
Tru	8	64	4560

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Ludroth Cap Z	O––	P.Ludroth Shard x3, Chic Crest x2, R.Ludroth Lash x1, Emperor Hopper x5
	Ludroth Vest Z	O––	Plum Spongy Piel x3, Supple Piel x4, Hydro Hide+ x6, R.Ludroth Lash x1
	Ludroth Guards Z	O––	P.Ludroth Talon x4, Plum Spongy Piel x2, P.Ludroth Shard x2, Flood Sac x2
	Ludroth Coat Z	OO–	Plum Spongy Piel x3, Supple Piel x6, Massive Bone x2, Flutterfly x1
	Ludroth Leggings Z	OO–	P.Ludroth Talon x3, P.Ludroth Shard x3, Spongy Hide+ x3, Eltalite Ore x5

Rathian

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	18	2	0	0	–2	–3	A	Vil.★4	Tav.★1	2350	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Rec Level	3	2	2	2	1	10	Recovery Up
Fire Atk	2	2	3	2	1	10	Fire Atk+1
Health	3	2	1	2	2	10	Health +20
Rec. Speed	–2	–2	–2	–2	–2	–10	Recovery Spd –1

AS	NO.	DEF	COST
AS	2	22	144
AS+	2	28	221
Adv	3	40	288
Hrd	2	50	735
Hvy	4	82	1470
Tru	9	100	2470

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rathian Helm	–––	Rathian Spike x1, Rathian Scale x4, Rathian Shell x3, Earth Crystal x5
	Rathian Mail	–––	Rathian Scale x4, Rathian Webbing x3, Rath Marrow x1, Machalite Ore x5
	Rathian Vambraces	O––	Rath Talon x2, Rathian Shell x2, Rathian Spike x1, Earth Crystal x5
	Rathian Faulds	O––	Rathian Webbing x2, Rathian Plate x1, Flame Sac x2, Machalite Ore x5
	Rathian Greaves	OO–	Rathian Shell x3, Rathian Scale x4, Monster Bone L x3, Lightcrystal x1

Rathian

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	9	3	1	1	–1	–2	B	Vil.★4	Tav.★1	2350	2



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Rec Level	4	2	2	1	1	10	Recovery Up
Fire Atk	3	1	3	2	1	10	Fire Atk+1
Health	4	2	1	1	2	10	Health +20
Rec. Speed	–2	–2	–2	–2	–2	–10	Recovery Spd –1

AS	NO.	DEF	COST
AS	2	13	144
AS+	2	17	221
Adv	3	26	288
Hrd	2	32	735
Hvy	4	48	1470
Tru	9	57	2470

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rathian Cap	–––	Rathian Spike x1, Rathian Scale x4, Rathian Shell x3, Earth Crystal x5
	Rathian Vest	–––	Rathian Scale x4, Rathian Webbing x3, Rath Marrow x1, Machalite Ore x5
	Rathian Guards	O––	Rath Talon x2, Rathian Shell x2, Rathian Spike x1, Earth Crystal x5
	Rathian Coat	O––	Rathian Webbing x2, Rathian Plate x1, Flame Sac x2, Machalite Ore x5
	Rathian Leggings	OO–	Rathian Shell x3, Rathian Scale x4, Monster Bone L x3, Lightcrystal x1

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Rathian S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	49	3	0	0	–2	–4	A	Vil.★6	Tav.★3	8800	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Health	1	1	3	5	5	15	Health +50
Fire Atk	1	2	4	3	2	12	Fire Atk+1
Rec Level	1	4	1	2	2	10	Recovery Up
Water Atk	–2	–2	–2	–2	–2	–10	Water Atk Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	52	608
Adv	2	60	804
Hrd	2	70	1380
Hvy	3	94	2760
Tru	6	106	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rathian Helm S	OOO	Rathian Spike+ x2, Rathian Carapace x4, Rath Marrow x2, Inferno Sac x3
	Rathian Mail S	O––	Rathian Scale+ x4, Rath Medulla x1, Rathian Plate x1, Firestone x2
	Rathian Vambraces S	O––	Rathian Carapace x4, Rath Talon x3, Rathian Spike x2, Firestone x3
	Rathian Faulds S	O––	Rathian Scale+ x3, Rathian Webbing x4, Rathian Ruby x1, Firestone x2
	Rathian Greaves S	O––	Rathian Carapace x4, Rathian Scale+ x4, Monster Keenbone x3, Dragonite Ore x5

Rathian S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	25	4	1	1	–1	–3	B	Vil.★6	Tav.★3	8800	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Health	1	1	3	5	5	15	Health +50
Fire Atk	2	3	4	2	1	12	Fire Atk+1
Rec Level	3	2	1	2	2	10	Recovery Up
Water Atk	–2	–2	–2	–2	–2	–10	Water Atk Down

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	27	608
Adv	2	33	804
Hrd	2	39	1380
Hvy	4	55	2760
Tru	5	60	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rathian Cap S	OOO	Rathian Spike+ x2, Rathian Carapace x4, Rath Marrow x2, Inferno Sac x3
	Rathian Vest S	O––	Rathian Scale+ x4, Rath Medulla x1, Rathian Plate x1, Firestone x2
	Rathian Guards S	O––	Rathian Carapace x4, Rath Talon x3, Rathian Spike x2, Firestone x3
	Rathian Coat S	O––	Rathian Scale+ x3, Rathian Webbing x4, Rathian Ruby x1, Firestone x2
	Rathian Leggings S	O––	Rathian Carapace x4, Rathian Scale+ x4, Monster Keenbone x3, Dragonite Ore x5

Rathian X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	80	4	0	0	–2	–5	A	–	Tav.★6	13300	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Health	5	1	5	2	2	15	Health +50
Fire Atk	2	1	3	3	4	13	Fire Atk+1
Rec Level	2	2	1	2	3	10	Recovery Up
Water Atk	–2	–2	–2	–2	–2	–10	Water Atk Down
FreeElemnt	1	1	1			3	
Fate				1	1	2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	85	1830
Hvy	2	101	3660
Tru	7	115	4660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rathian Helm X	O––	Rathian Mantle x2, Rathian Cortex x4, Rathian Ruby x1, Conflagrant Sac x3
	Rathian Mail X	OO–	Rathian Shard x4, Rathian Ruby x1, Rath Medulla x1, Firecell Stone x2
	Rathian Vambraces X	O––	Rathian Cortex x4, Rath Ripper x3, Rathian Spike+ x2, Firecell Stone x2
	Rathian Faulds X	OO–	Rathian Shard x3, Rath Ripper x3, Rathian Mantle x1, Eltalite Ore x4
	Rathian Greaves X	O––	Rathian Cortex x4, Rathian Shard x4, Monster Slogbone x3, Eltalite Ore x4

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Rathian X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	46	5	1	1	–1	–4	B	–	Tav.★6	13300	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Health	2	3	3	5	2	15	Health +50
Fire Atk	3	1	2	3	4	13	Fire Atk+1
Rec Level	2	2	2	1	3	10	Recovery Up
Water Atk	–2	–2	–2	–2	–2	–10	Water Atk Down
FreeElemnt	1	1	1			3	
Fate				1	1	2	

AS	NO.	DEF	COST
AS		–	–
AS+	–	–	–
Adv	–	–	–
Hrd	1	49	1830
Hvy	2	57	3660
Tru	7	64	4660

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rathian Cap X	OO–	Rathian Mantle x2, Rathian Cortex x4, Rathian Ruby x1, Conflagrant Sac x3
	Rathian Vest X	O––	Rathian Shard x4, Rathian Ruby x1, Rath Medulla x1, Firecell Stone x2
	Rathian Guards X	OO–	Rathian Cortex x4, Rath Ripper x3, Rathian Spike+ x2, Firecell Stone x2
	Rathian Coat X	O––	Rathian Shard x3, Rath Ripper x3, Rathian Mantle x1, Eltalite Ore x4
	Rathian Leggings X	O––	Rathian Cortex x4, Rathian Shard x4, Monster Slogbone x3, Eltalite Ore x4

Rathalos

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	22	2	0	0	–2	–3	A	Vil.★5	Tav.★2	3350	3



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	3	2	5	2	3	15	Attack Up (M)
Sharpener	2	2	1	3	2	10	Speed Sharpening
Rec Level	–2	–2	–2	–2	–2	–10	Recovery Down
Fire Atk	1	2	2	1	1	7	

AS	NO.	DEF	COST
AS	2	26	184
AS+	2	32	281
Adv	3	44	368
Hrd	2	54	835
Hvy	4	86	1670
Tru	7	100	2670

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rathalos Helm	–––	Rathalos Scale x3, Rathalos Shell x3, Rath Talon x1, Dragonite Ore x3
	Rathalos Mail	–––	Rathalos Shell x2, Rathalos Scale x4, Rathalos Webbing x3, Dragonite Ore x3
	Rathalos Vambraces	O––	Rathalos Tail x1, Rath Talon x1, Rath Marrow x2, Dragonite Ore x3
	Rathalos Faulds	O––	Rathalos Webbing x3, Rathalos Plate x1, Monster Bone+ x3, Firestone x1
	Rathalos Greaves	O––	Rathalos Shell x3, Rathalos Scale x4, Flame Sac x2, Dragonite Ore x3

Rathalos

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	11	3	1	1	–1	–2	B	Vil.★5	Tav.★2	3350	3



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	4	2	4	2	3	15	Attack Up (M)
Pierce Up	2	2	1	3	2	10	Pierce/Pierce Up
Rec Level	–2	–2	–2	–2	–2	–10	Recovery Down
Fire Atk	2	1	2	1	1	7	

AS	NO.	DEF	COST
AS	2	15	184
AS+	2	19	281
Adv	3	28	368
Hrd	2	34	835
Hvy	4	50	1670
Tru	7	57	2670

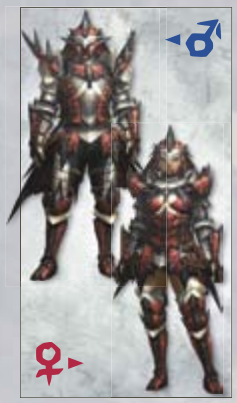
PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rathalos Cap	–––	Rathalos Scale x3, Rathalos Shell x3, Rath Talon x1, Dragonite Ore x3
	Rathalos Vest	–––	Rathalos Shell x2, Rathalos Scale x4, Rathalos Webbing x3, Dragonite Ore x3
	Rathalos Guards	O––	Rathalos Tail x1, Rath Talon x1, Rath Marrow x2, Dragonite Ore x3
	Rathalos Coat	O––	Rathalos Webbing x3, Rathalos Plate x1, Monster Bone+ x3, Firestone x1
	Rathalos Leggings	O––	Rathalos Shell x3, Rathalos Scale x4, Flame Sac x2, Dragonite Ore x3

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Rathalos S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	53	3	0	0	–2	–4	A	Vil.★8	Tav.★4	9000	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	3	2	5	2	5	17	Attack Up (M)
Sharpener	3	1	2	2	2	10	Speed Sharpening
Rec Level	–2	–2	–3	–2	–2	–11	Recovery Down
Fire Atk	1	2	3	1	1	8	

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	56	620
Adv	2	64	820
Hrd	2	74	1400
Hvy	2	90	2800
Tru	9	108	3800

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rathalos Helm S	O––	Rathalos Scale+ x4, Rathalos Ruby x1, Inferno Sac x3, Monster Keenbone x3
	Rathalos Mail S	O––	Rathalos Scale+ x5, Rathalos Shell x4, Rathalos Webbing x4, Fucium Ore x2
	Rathalos Vambraces S	–––	Rathalos Scale+ x4, Rath Talon x2, Rathalos Tail x1, Firecell Stone x2
	Rathalos Faulds S	OO–	Rathalos Carapace x6, Rathalos Webbing x4, Rathalos Plate x1, Fucium Ore x2
	Rathalos Greaves S	–––	Rathalos Carapace x6, Rath Medulla x2, Rathalos Scale x6, Firestone x4

Rathalos S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	27	4	1	1	–1	–3	B	Vil.★8	Tav.★4	9000	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	3	2	5	2	5	17	Attack Up (M)
Pierce Up	3	2	1	2	2	10	Pierce/Pierce Up
Rec Level	–2	–2	–3	–2	–2	–11	Recovery Down
Fire Atk	2	1	3	1	1	8	

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	29	620
Adv	2	35	820
Hrd	2	41	1400
Hvy	3	53	2800
Tru	8	61	3800

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rathalos Cap S	O––	Rathalos Scale+ x4, Rathalos Ruby x1, Inferno Sac x3, Monster Keenbone x3
	Rathalos Vest S	O––	Rathalos Scale+ x5, Rathalos Shell x4, Rathalos Webbing x4, Fucium Ore x2
	Rathalos Guards S	–––	Rathalos Scale+ x4, Rath Talon x2, Rathalos Tail x1, Firecell Stone x2
	Rathalos Coat S	OO–	Rathalos Carapace x6, Rathalos Webbing x4, Rathalos Plate x1, Fucium Ore x2
	Rathalos Leggings S	–––	Rathalos Carapace x6, Rath Medulla x2, Rathalos Scale x6, Firestone x4

Rathalos X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	88	4	0	0	–2	–6	A	–	Tav.★7	14750	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	4	2	5	4	3	18	Attack Up (M)
Sharpener	3	1	2	4		10	Speed Sharpening
Fire Atk	3	1	3	2	1	10	Fire Atk+1
Rec Level	–3	–2	–3	–2	–3	–13	Recovery Down
Tenderizer			1	1	1	3	
Crit Draw	1	1				2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	104	3950
Tru	6	116	4950

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rathalos Helm X	–––	Rathalos Shard x4, Rathalos Mantle x1, Conflagrant Sac x3, Monster Slogbone x3
	Rathalos Mail X	OO–	Rathalos Shard x5, Rathalos Cortex x4, Rathalos Fellwing x2, Meldspar Ore x2
	Rathalos Vambraces X	–––	Rathalos Shard x4, Rath Ripper x2, Rathalos Lash x1, Allfire Stone x2
	Rathalos Faulds X	–––	Rathalos Cortex x6, Rathalos Fellwing x4, Rath Medulla x1, Meldspar Ore x2
	Rathalos Greaves X	OOO	Rathalos Cortex x6, Rathalos Ruby x2, Rathalos Shard x6, Lrg Wyvern Stone x1

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Rathalos X

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	50	5	1	1	–1	–5	B	–	Tav.★7	14750	8



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Attack	5	1	5	4	3	18	Attack Up (M)
Rapid Fire	3	1	3	3		10	Bonus Shot
Fire Atk	3	1	2	2	2	10	Fire Atk+1
Rec Level	–2	–3	–3	–3	–2	–13	Recovery Down
Tenderizer			1	1	1	3	
Loading	1	1				2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	58	3950
Tru	6	64	4950

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Rathalos Cap X	–––	Rathalos Shard x4, Rathalos Mantle x1, Conflagrant Sac x3, Monster Slogbone x3
	Rathalos Vest X	OO–	Rathalos Shard x5, Rathalos Cortex x4, Rathalos Fellwing x2, Meldspar Ore x2
	Rathalos Guards X	–––	Rathalos Shard x4, Rath Ripper x2, Rathalos Lash x1, Allfire Stone x2
	Rathalos Coat X	–––	Rathalos Cortex x6, Rathalos Fellwing x4, Rath Medulla x1, Meldspar Ore x2
	Rathalos Leggings X	OOO	Rathalos Cortex x6, Rathalos Ruby x2, Rathalos Shard x6, Lrg Wyvern Stone x1

Leather

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Both	1	–1	0	0	0	1	B	Vil.★1	Tav.★1	50	1



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Whim	2	1	1	3	3	10	Spirit's Whim
Spd Gather	2	3	2	1	2	10	Spd Gather
Gathering	1	2	2	3	2	10	Gathering+1

AS	NO.	DEF	COST
AS	2	5	52
AS+	2	9	83
Adv	3	18	104
Hrd	2	24	505
Hvy	4	40	1010
Tru	13	53	2010

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Leather Headgear	O––	Warm Pelt x1, Iron Ore x1
	Leather Vest	–––	Bullfango Pelt x1, Iron Ore x1
	Leather Gloves	O––	Warm Pelt x2
	Leather Belt	–––	Bullfango Pelt x1, Iron Ore x1
	Leather Pants	–––	Warm Pelt x2

Leather S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	16	–2	0	0	0	2	A	Vil.★6	Tav.★3	2850	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Whim	2	1	2	3	2	10	Spirit's Whim
Spd Gather	3	1	2	1	3	10	Spd Gather
Gathering	3	2	2	2	1	10	Gathering+1

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	19	251
Adv	2	27	328
Hrd	2	37	785
Hvy	6	85	1570
Tru	8	101	2570

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Leather Helm S	–––	Carbalite Ore x1, Warm Pelt x2, Bullfango Pelt x3
	Leather Mail S	O––	High-quality Pelt x1, Carbalite Ore x1, Bullfango Pelt x3
	Leather Vambraces S	O––	High-quality Pelt x2, Warm Pelt x2, Velvety Hide x4
	Leather Faulds S	O––	Carbalite Ore x1, Bullfango Head x2, Bullfango Pelt x3
	Leather Greaves S	O––	High-quality Pelt x2, Warm Pelt x2, Velvety Hide x4

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Leather S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	8	–1	1	1	1	3	B	Vil.★6	Tav.★3	2850	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Whim	3	1	2	3	1	10	Spirit's Whim
Spd Gather	4	1	1	1	3	10	Spd Gather
Gathering	4	2	2	1	1	10	Gathering+1

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	10	251
Adv	2	16	328
Hrd	2	22	785
Hvy	7	50	1570
Tru	7	57	2570

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Leather Cap S	–––	Carbalite Ore x1, Warm Pelt x2, Bullfango Pelt x3
	Leather Vest S	O––	High-quality Pelt x1, Carbalite Ore x1, Bullfango Pelt x3
	Leather Guards S	O––	High-quality Pelt x2, Warm Pelt x2, Velvety Hide x4
	Leather Coat S	O––	Carbalite Ore x1, Bullfango Head x2, Bullfango Pelt x3
	Leather Leggings S	O––	High-quality Pelt x2, Warm Pelt x2, Velvety Hide x4

Loc Lac

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Both	5	2	–3	0	1	0	B	Vil.★1	Tav.★1	550	1



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Transportr		2		3	5	10	Pro Transporter
Hunger		3		4	3	10	Halve Hunger
Dungmaster		3		4	3	10	Dung Bomb Expert

AS	NO.	DEF	COST
AS	2	9	72
AS+	2	13	113
Adv	3	22	144
Hrd	2	28	555
Hvy	4	44	1110
Tru	13	57	2110

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	–	–	–
	Loc Lac Shawl	O––	Altaroth Stomach x1, Monster Fluid x3, Ice Crystal x3
	–	–	–
	Loc Lac Kilt	–––	Altaroth Stomach x2, Altaroth Jaw x2, Ice Crystal x3
	Loc Lac Boots	–––	Altaroth Jaw x3, Altaroth Stomach x2, Ice Crystal x3

Loc Lac S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	18	2	–3	0	1	0	A	Vil.★6	Tav.★3	5350	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Psychic		4		5	4	13	Detect
Transportr		3		2	5	10	Pro Transporter
Dungmaster		2		5	3	10	Dung Bomb Expert

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	21	401
Adv	2	29	528
Hrd	2	39	1035
Hvy	6	87	2070
Tru	7	101	3070

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	–	–	–
	Loc Lac Shawl S	O––	Quality Sac x1, Monster Broth x2, Ice Crystal x5
	–	–	–
	Loc Lac Kilt S	O––	Quality Sac x2, Altaroth Jaw x3, Monster Fluid x4
	Loc Lac Boots S	O––	Quality Sac x3, Altaroth Jaw x3, Isisium x3

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Loc Lac S

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	9	3	–2	1	2	1	B	Vil.★6	Tav.★3	5350	4



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Psychic		4		5	4	13	Detect
Transportr		3		2	5	10	Pro Transporter
Dungmaster		2		5	3	10	Dung Bomb Expert

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	11	401
Adv	2	17	528
Hrd	2	23	1035
Hvy	7	51	2070
Tru	6	57	3070

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	–	–	–
	Loc Lac Vest S	O––	Quality Sac x1, Monster Broth x2, Ice Crystal x5
	–	–	–
	Loc Lac Coat S	O––	Quality Sac x2, Altaroth Jaw x3, Monster Fluid x4
	Loc Lac Gaiters S	O––	Quality Sac x3, Altaroth Jaw x3, Isisium x3

Aelucanth

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Male Blademaster	46	–4	0	–1	3	1	A	Vil.★9	Tav.★4	8800	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hearing	3	2	3	4	3	15	HG Earplugs
Dragon Atk	1	2	4	2	1	10	Dragon Atk +1
Antiseptic	2	2	1	3	2	10	Antiseptic
Protection	–3	–1	–2	–2	–2	–10	Demonic Blessing

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	49	608
Adv	2	57	804
Hrd	2	67	1380
Hvy	2	83	2760
Tru	9	101	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Aelucanth Clypeus	O––	Rare Scarab x3, Butterfly Beetle x1, Fulgurbug x3, Godbug x10
	Aelucanth Thorax	O––	Rare Scarab x2, Butterfly Beetle x2, Blossom Cricket x2, Carpenterbug x10
	Aelucanth Brachia	O––	Rare Scarab x3, Butterfly Beetle x1, Pale Extract x5, Bitterbug x10
	Aelucanth Elytra	O––	Rare Scarab x2, Butterfly Beetle x2, Flashbug x10, Stinkhopper x10
	Aelucanth Crura	OO–	Rare Scarab x3, Butterfly Beetle x1, Monster Broth x3, Snakebee Larva x10

Aelucanth

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Male Gunner	23	–3	1	0	4	2	B	Vil.★9	Tav.★4	8800	5



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hearing	4	2	3	3	3	15	HG Earplugs
Dragon Atk	2	1	4	2	1	10	Dragon Atk +1
Antiseptic	2	2	1	3	2	10	Antiseptic
Protection	–2	–1	–2	–2	–3	–10	Demonic Blessing

AS	NO.	DEF	COST
AS	–	–	–
AS+	1	25	608
Adv	2	31	804
Hrd	2	37	1380
Hvy	3	49	2760
Tru	8	57	3760

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Aelucanth Clypeus	O––	Rare Scarab x3, Butterfly Beetle x1, Fulgurbug x3, Godbug x10
	Aelucanth Pleuron	O––	Rare Scarab x2, Butterfly Beetle x2, Blossom Cricket x2, Carpenterbug x10
	Aelucanth Manus	O––	Rare Scarab x3, Butterfly Beetle x1, Pale Extract x5, Bitterbug x10
	Aelucanth Alae	O––	Rare Scarab x2, Butterfly Beetle x2, Flashbug x10, Stinkhopper x10
	Aelucanth Tarsi	OO–	Rare Scarab x3, Butterfly Beetle x1, Monster Broth x3, Snakebee Larva x10

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Aelucanth X

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
86	–5	0	–1	4	1	A	–	Tav.★7	14250	9

Male Blademaster



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hearing	3	3	1	3	5	15	HG Earplugs
Honey	2	3		2	3	10	Honey Hunter
Dragon Atk	1	2	3	2	2	10	Dragon Atk +1
Protection	–3	–1	–3	–2	–1	–10	Demonic Blessing
FreeElemnt		1	1	1		3	
Fencing	1				1	2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	102	3850
Tru	6	114	4850

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Aelucanth Clypeus X	O––	Maiden Butterfly x1, Flutterfly x1, Dracophage Bug x6, Godbug x20
	Aelucanth Thorax X	–––	Maiden Butterfly x2, Flutterfly x1, Emperor Hopper x8, Carpenterbug x20
	Aelucanth Brachia X	OOO	Maiden Butterfly x1, Flutterfly x1, Bnahabra Cutwing x4, Bitterbug x20
	Aelucanth Elytra X	OO–	Maiden Butterfly x2, Flutterfly x1, Prized Stomach x4, Stinkhopper x20
	Aelucanth Crura X	–––	Maiden Butterfly x1, Flutterfly x1, Monster Essence x3, Snakebee Larva x20

Aelucanth X

DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
49	–4	1	0	5	2	B	–	Tav.★7	14250	9

Male Gunner



SKILL	H	B	A	L	F	TOTAL	ACTIVE SKILL
Hearing	2	3	1	4	5	15	HG Earplugs
Honey	2	3		2	3	10	Honey Hunter
Dragon Atk	2	2	3	1	2	10	Dragon Atk +1
Protection	–2	–1	–3	–2	–2	–10	Demonic Blessing
FreeElemnt		1	1	1		3	
Rapid Fire	1				1	2	

AS	NO.	DEF	COST
AS	–	–	–
AS+	–	–	–
Adv	–	–	–
Hrd	–	–	–
Hvy	2	57	3850
Tru	6	63	4850

PCE.	ARMOR NAME	SLOT	REQUIREMENTS
	Aelucanth Clypeus X	O––	Maiden Butterfly x1, Flutterfly x1, Dracophage Bug x6, Godbug x20
	Aelucanth Pleuron X	–––	Maiden Butterfly x2, Flutterfly x1, Emperor Hopper x8, Carpenterbug x20
	Aelucanth Manus X	OOO	Maiden Butterfly x1, Flutterfly x1, Bnahabra Cutwing x4, Bitterbug x20
	Aelucanth Alae X	OO–	Maiden Butterfly x2, Flutterfly x1, Prized Stomach x4, Stinkhopper x20
	Aelucanth Tarsi X	–––	Maiden Butterfly x1, Flutterfly x1, Monster Essence x3, Snakebee Larva x20

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Masks

Gargwa Mask

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Both	20	–4	–2	2	–1	1	A	Vil.★6	Tav.★3	8800	5



PCE.	SLOT	SKILL	POINT	ACTIVE SKILL
	– – –	Combination	10	Combination+20%

AS		NO.	DEF	COST
AS		2	24	402
AS+		2	30	608
Adv		4	46	804

AS		NO.	DEF	COST
Hrd		2	56	1380
Hvy		2	72	2760
Tru		4	80	3760

REQUIREMENTS

Gargwa Feather x7, Carbalite Ore x5

Jaggi Mask

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Both	10	0	0	0	0	0	A	Vil.★5	Tav.★2	850	3



PCE.	SLOT	SKILL	POINT	ACTIVE SKILL
	– – –	Spd Gather	10	Spd Gather

AS		NO.	DEF	COST
AS		2	14	84
AS+		2	20	131
Adv		3	32	168

AS		NO.	DEF	COST
Hrd		2	42	585
Hvy		4	74	1170
Tru		3	80	2170

REQUIREMENTS

G.Jaggi Head x1, G.Jaggi Hide x3, King's Frill x1, Firestone x2

Skull Mask

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Blademaster	60	2	–2	–2	–2	1	A	–	Tav.★8	9000	9



PCE.	SLOT	SKILL	POINT	ACTIVE SKILL
	– – –	Torso Up	–	–

AS		NO.	DEF	COST
AS		–	–	–
AS+		–	–	–
Adv		–	–	–

AS		NO.	DEF	COST
Hrd		–	–	–
Hvy		2	76	2800
Tru		2	80	3800

REQUIREMENTS

Elder Dragonbone x5, Allfire Stone x3, Mystery Bone x10, Conqueror's Seal x1

Skull Visage

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Gunner	36	3	–1	–1	–1	2	B	–	Tav.★8	9000	9



PCE.	SLOT	SKILL	POINT	ACTIVE SKILL
	– – –	Torso Up	–	–

AS		NO.	DEF	COST
AS		–	–	–
AS+		–	–	–
Adv		–	–	–

AS		NO.	DEF	COST
Hrd		–	–	–
Hvy		2	44	2800
Tru		2	46	3800

REQUIREMENTS

Elder Dragonbone x5, Allfire Stone x3, Mystery Bone x10, Conqueror's Seal x1

Bullfango Mask

	DEF	FI	WA	ICE	LI	DR	STRNG.	VILLAGE	TAVERN	COST (Z)	RARE
Both	20	–2	–1	1	–4	2	A	Vil.★6	Tav.★3	8800	5



PCE.	SLOT	SKILL	POINT	ACTIVE SKILL
	– – –	Hunger	10	Halve Hunger

AS		NO.	DEF	COST
AS		2	24	402
AS+		2	30	608
Adv		4	46	804

AS		NO.	DEF	COST
Hrd		2	56	1380
Hvy		2	72	2760
Tru		4	80	3760

REQUIREMENTS

High-quality Pelt x6, Bullfango Head x1, Bullfango Pelt x1, Monster Bone L x2

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